STAR TREK: THE ROLE PLAYING GAME 4.0TH Supplement 15: E-Z Ship Recognition

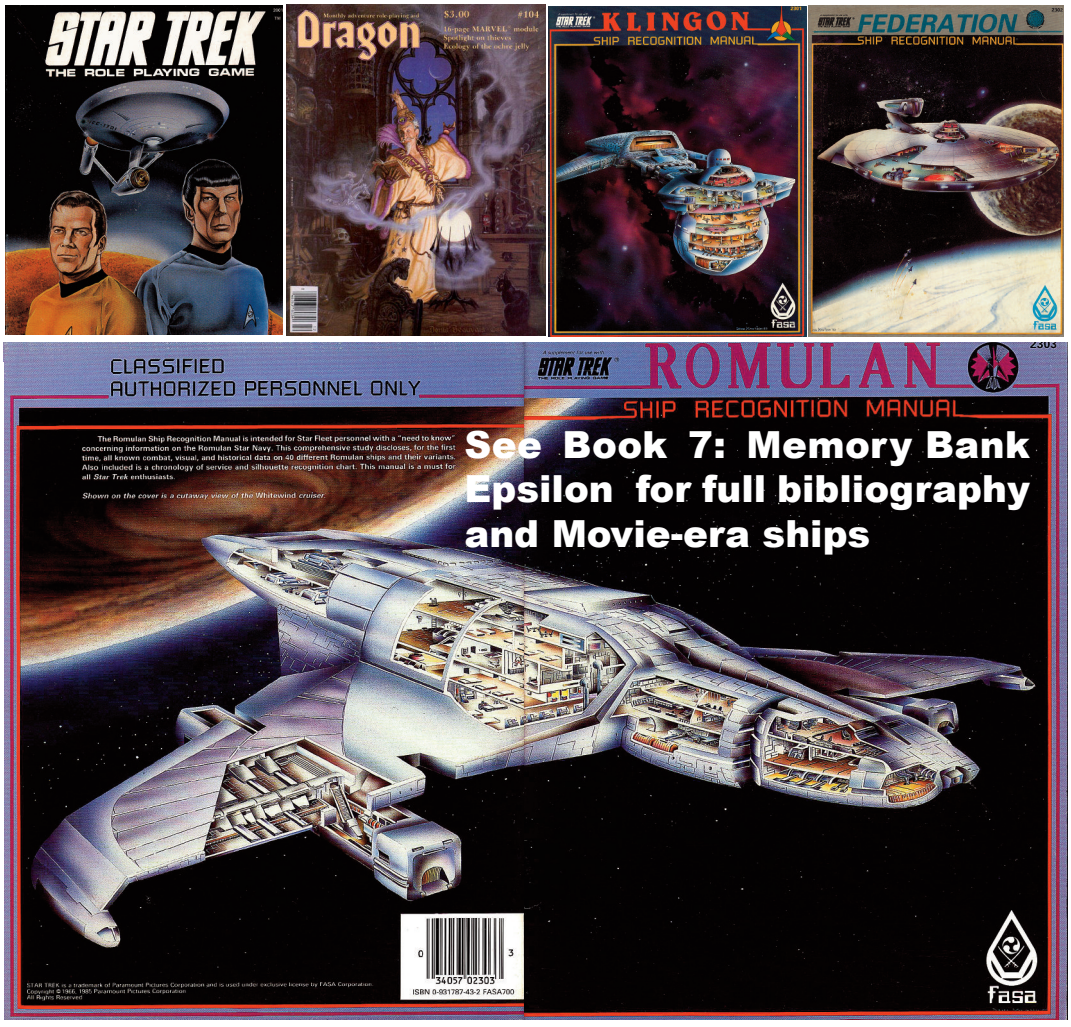
Jack Photong's 4.0th Fantaversary Revision

For Use With FASA 515

Supplement 15
E-Z SHIP RECOGNITION

INDEX

K'Zin Police Ship	4
Tholian Spinner	5
Orion Blockade Runner	5
United Federation of Planets	6
Klingon Empire	29
Romulan Star Empire	61
Leaf, Spine & Cover Set	95


STAR TREK
THE ROLE PLAYING GAME
Dragon
$3.00
#104
STAR TREK KLINGON
SHIP RECOGNITION MANUAL
fasa
STAR TREK FEDERATION
SHIP RECOGNITION MANUAL
fasa
CLASSIFIED
AUTHORIZED PERSONNEL ONLY
STAR TREK ROMULAN
2303
SHIP RECOGNITION MANUAL
The Romulan Ship Recognition Manual is intended for Star Fleet personnel with a "need to know" concerning information on the Romulan Star Navy. This comprehensive study discloses, for the first time, all known combat, visual, and historical data on 40 different Romulan ships and their variants. Also included is a chronology of service and silhouette recognition chart. This manual is a must for all Star Trek enthusiasts.
Shown on the cover is a cutaway view of the Whitewind cruiser.
See Book 7: Memory Bank Epsilon for full bibliography and Movie-era ships
0 3
34057 02303
ISBN 0-931787-43-2 FASA700
fasa

CHANGES TO THIS MANUAL

Users of this manual are required to submit changes in the information in this publication pursuant to SFOPS. MAN. 307/A45T. Such changes or other comments regarding this publication must be keyed to the specific page, paragraph, and line of text in which the change is recommended. Reasons should be provided for each comment to insure understanding and complete evaluation.

Comments should be prepared using SFRD Form 2028 (*Recommended Changes to Publication*) and forwarded directly to:

STAR FLEET INTELLIGENCE COMMAND
Assistant Chief of Staff,
Military History Division
Austin,Tx, Terra 01.3

Unauthorized use, possession, or disclosure of the contents of this manual is strictly prohibited. All violations are treasonous acts against the United Federation of Planets. Failure to comply with directives regarding the use of this manual will result in life imprisonment, death or both.

Classified Documents Directive 998.21C

If printing this as one tome for binding. . .

Print pages 1 - 94 as double-sided.
(32lb plain white is this author's preferred paper.)

Page 95 is the inner, front leaf.

Pages 97, 98 & 99 are are inner and outer covers.
Heavy, (48-72 lb) double-side gloss is suggested.

Spine label on page 1
gloss or matte, 8.5" x 11"label.

Even-pages should print on the left hand side with odd-pages on the right.

INTELLIGENCE DATA RELIABILITY RATINGS

Class A
Hard data gathered from physical examination.

Class B
Intelligence projection based on repeated scans/encounters over protracted periods. Class A plans available.

Class C
Intelligence projection based on repeated scans/encounters. Class B plans available.

Class D
Intelligence projection based on five or fewer scans/encounters. Class C plans available.

Class E
Speculative projection based on hearsay/transmissions from official/semi-official sources.

Class F
Speculative projection based on hearsay/transmissions from unofficial sources.

CHANGES TO THIS MANUAL

Users of this manual are required to submit changes in the information in this publication pursuant to SFOPS.MAN.307/A45T. Such changes or other comments regarding this publication must be keyed to the specific page, paragraph, and line of text in which the change is recommended. Reasons should be provided for each comment to insure understanding and complete evaluation.

Comments should be prepared using SFRD Form 2028 (Recommended Changes to Publication) and forwarded directly to:

STAR FLEET INTELLIGENCE COMMAND
Assistant Chief Of Staff,
Romulan Sector Intelligence
Olympica, Mars 01.4

FOR AUTHORIZED USE ONLY

Unauthorized use, possession, or disclosure of the contents of this manual is strictly prohibited. All violations are treasonous acts against the United Federation of Planets. Failure to comply with directives regarding the use of this manual will result in life imprisonment, death, or both.

Classified Documents Directive 998.21C

INTELLIGENCE DATA RELIABILITY RATINGS

Class A
Hard data gathered from physical examination.

Class B
Intelligence projection based on repeated scans/encounters over protracted periods. Class A plans available.

Class C
Intelligence projection based on five or fewer scans/encounters. Class B plans available.

Class D
Intelligence projection based on five or fewer scans/encounters. Class C plans available.

Class E
Spectulative projection based on hearsay/transmissions from official/semi-official sources.

Class F
Speculative projection based on hearsay/transmissions from unofficial sources.

CHANGES TO THIS MANUAL

Users of this manual are required to submit changes in the information in this publication pursuant to SFOPS. MAN. 307/A45T. Such changes or other comments regarding this publication must be keyed to the specific page, paragraph, and line of text in which the change is recommended. Reasons should be provided for each comment to insure understanding and complete evaluation.

Comments should be prepared using SFRD Form 2028 (*Recommended Changes to Publication*) and forwarded directly to:

STAR FLEET INTELLIGENCE COMMAND
Assistant Chief of Staff,
Klingon Sector Intelligence
Williams Port, Titan 01.714

FOR AUTHORIZED USE ONLY

Unauthorized use, possession, or disclosure of the contents of this manual is strictly prohibited. All violations are treasonous acts against the United Federation of Planets. Failure to comply with directives regarding the use of this manual will result in life imprisonment, death or both.

Classified Documents Directive 998.21C

Introduction

THE ROLE OF STAR FLEET

Since its austere beginnings on Stardate 0/8910, Star Fleet has grown into the most powerful military, colonial, and exploratory force in known space. Its purpose is to defend the United Federation of Planets from its known enemies or any would-be invaders, to keep open all trade routes by enforcing the laws governing their use, and to explore, colonize, and develop frontier areas for the betterment of all. To this end, Star Fleet maintains a large and modern navy capable of meeting any challenge.

The following excerpt, from Adm. Josef Cookston's address to the Military Appropriations Committee, Stardate 2/2104, gives a portent of the future:

For more than 130 years, Star Fleet has been tested, re-tested, and never found wanting, but its supreme challenge lies ahead. With the quantitative military balance decidedly adverse and with the former qualitative edge increasingly in doubt, we can assume a favorable outcome in the event of war only by superior concepts, tactics, and leadership. We are desperately in need of a strategy not only for waging war, but for winning without war.

SCOPE OF THIS MANUAL

This manual describes the major ships of Star Fleet on a classified basis, providing an overview to authorized personnel and line officers. An effort has been made to provide a comprehensive and objective presentation despite the limitations of space. It is designed for general reading and quick reference.

A historical background of Star Fleet starships from the period of "The Great Awakening" to the present is provided. Discussions of all major ships include observations on their weaknesses and strengths, and complete combat data is provided for evaluation. The overall reliability of the data provided is subject to the level of classification authorized by Star Fleet Command. More detailed information on the performance characteristics of each vessel may be found in the operations manuals of those particular vessels.

THE ROLE OF THE STAR NAVY

The Romulan Star Empire maintains an active navy about three-fourths the size of Star Fleet. This large and modern navy is considered to be of major importance in attaining *The Road To The Stars,* as the Romulans designate their national goals, and in maintaining the security of the Star Empire. The Star Navy has personnel numbering millions and supports extensive production facilities that have been responsible for outputting large quantities of modern, high-firepower weapons during the past few years.

The goals of the Star Empire are being achieved by direct use of military power and by more subtle means as well. In his address to the UFP Intelligence Community Symposium On Romulans, Stardate 2/1902, these latter were described by Adm. Talitha of Andor as follows:

The most prevalent Romulan threats have not been massive military invasions, but a more subtle mix of military, psychological, and political pressures. In light of recent events, it is likely that the Romulans are preparing to come out in the open.

In this context, and in consideration of superpower competition, it is to be assumed that Romulan national goals are hostile to those of the United Federation of Planets.

SCOPE OF THIS MANUAL

This manual describes the major ships of the Star Navy on which enough information exists to give an overview to authorized Star Fleet Intelligence personnel and line officers on a need-to-know basis. An effort has been made to provide a comprehensive and objective presentation, despite the limitations of space. It is designed for general reading and quick reference.

This manual furnishes an historical background of Romulan starships from Stardate 1/8001 to present day, along with discussions of each ship, including its weaknesses and strengths, its known sphere of operations, and such combat data as is available. The overall reliability of the data available for each vessel is noted, as well as the primary information source, the records of which may be consulted if a more detailed briefing is necessary.

THE KLINGON IMPERIAL NAVY

From the Star Fleet Academy Commencement Address, Stardate 2/2306.07, by Admiral L.R. Leeper

The lengthening shadow cast by the Klingon military machine is not the most ominous threat facing the Federation today. The last twenty years have been witness to extraordinary increases in all aspects of the Klingon armed forces. As the build-up continues unabated, all evidence points to the Klingon intent to achieve dominance in every dimension of military power. The Klingons aspire to advance, step-by step, toward galactic dominance employing every strategem short of purposeless combat.

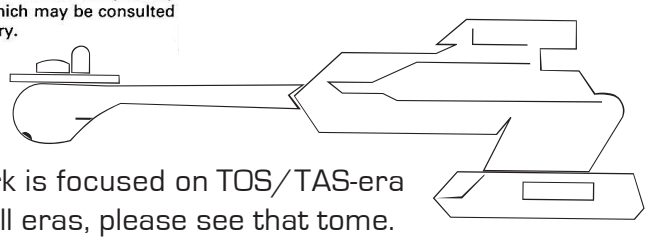
As a consequence, the principal role of the Klingon Imperial Navy is to support political and economic moves to disrupt the alliance of Federation worlds, sap the vitality of free trade, and insulate the Romulan Star Empire and UFP from each other. Prepared for the eventuality of armed conflict at any level and at any time, the Klingon Imperial Navy has studied the lessons of past wars with great care. Thus it constitutes a many-faceted threat.

SCOPE OF THIS MANUAL

This manual describes the major ships of the Klingon Imperial Navy on a classified basis, providing an overview to authorized Star Fleet Intelligence personnel and line officers concerned with the Klingon Imperial Navy. An effort has been made to provide a comprehensive and objective presentation despite the limitations of space. It is designed for general reading and quick reference.

A historical background of Klingon starships from Stardate 1/8001 to the present is provided. Discussions of all major ships include observations on their weaknesses and strengths, and complete combat data is provided for evaluation. The overall reliability of the data available for each vessel is noted, as well as the primary information source, the records of which may be consulted if a more detailed briefing is necessary.

RE-EDITOR'S NOTE:



While all of the information here is duplicated from **Book 7: Memory Bank Epsilon,** this work is focused on TOS/TAS-era ships. For the complete list of FASA ships of all eras, please see that tome.

This supplement covers up to FASA stardate ~2/1300. By stardate 2/1400 and with the launch of Reliant Class in 2/1500, movie-era engines are entering service; Consider stardates 2/1200 - 2/1600 to be the "Phase II" era if that TV series had happened.

Pdf sources used are the ones commonly found around. No clean up to the scans has been done, so there may be some sub-par material. My apologies on that front.

For simple ship construction and combat scenarios, use this Supplement with **S16: EZ Ship Construction** and the combat system in **Book2: Piece of the Action**.

For tournament-grade ship combat, you want **Book 7: Memory Bank Epsilon** *and* **S14: STIII ST TAC CBT SIM.**

Whether E-Z or Advanced, all vessel service timelines, silhouettes, combat maps, counters, deck plans and more are found in **S11: Combat Grids, rev.4** *or higher*.

Some fonts native to the pdfs (Helvetica, Times, etc) may be needed locally on your machine for this document to read correctly. Fonts are otherwise embedded.

Are you one, Herbert?
-Jack Photon, 2025

Kzinti Police Ship Combat Tables

ACTION OPTIONS

	Move 4, 5, 6 hexes 2 Def	0 Disr
	Move 3, 4, 5, 6 hexes 1 Def	2 Disr
	Move 0, 1, 2 hexes 2 Def	2 Disr
	Move 0, 1, 2, 3, 4 hexes 2 Def	1 Disr
	Move 0 hexes 3 Def	1 Disr
	Move 0, 1, 2 hexes 3 Def	0 Disr

Turn Chart

Spd	Eng	Sup
sub	-	-
W1	-	-
W2	-	-
W3	-	1
W4	-	2
W5	1	3
W6	2	4

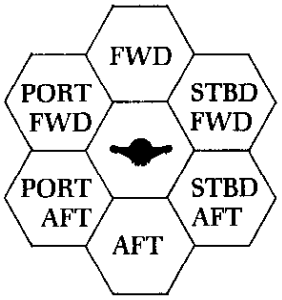
DMG Chart

Die roll	Damage
1	IMP
2	Disr
3	Super
4	Super
5	Defl
6	Defl
7	Defl
8	W Eng
9	W Eng
10	W Eng

Disr Table

Rng	To Hit	Dmg
1	1-10	3
2	1-9	3
3	1-7	2
4	1-5	2
5	1-3	2
6	1-3	1
7	1-2	1
8	1	1

DEFLECTORS UP



ENGINE STRESS/DMG

MAX SPD 6	14
MAX SPD 5	13
-1 DEFL	12
MAX SPD 4	11
-2 DEFL	10
MAX SPD 3	9
-3 DEFL	8
MAX SPD 2	7
-1 DISR	6
-4 DEFL	5
MAX SPD 1	4
-5 DEFL	3
-2 DISR	2
MAX SPD 0	1

CAPTAIN'S STRAT/TAC. SKILL: _____

CREW EFFICIENCY RATING= _____

DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

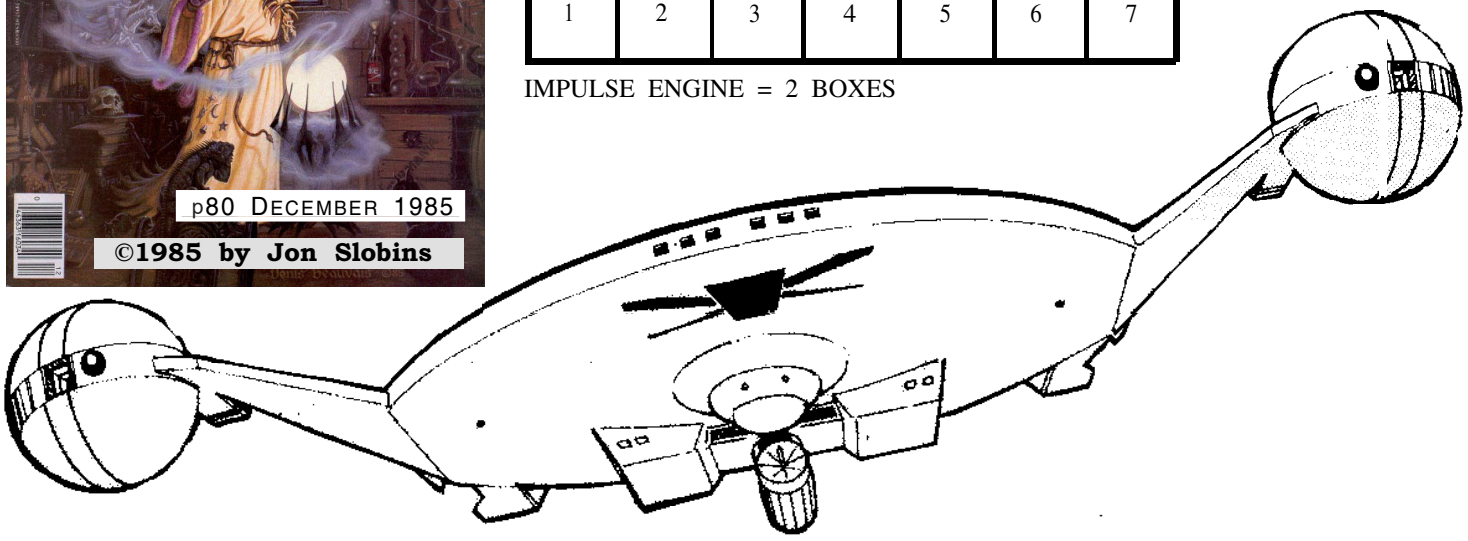
DISR DAMAGED

1	2

SUPERSTRUCTURE STRESS/DAMAGE

1	2	3	4	5	6	7

IMPULSE ENGINE = 2 BOXES



THOLIAN SPINNER CLASS

The Tholian Spinner has two energy projectors (up to 6 pts each) with a bonus of 2 pts to 4 hexes, and 1 point from 5-8. Both fire fwd and to each side. The engines produce 30 points of power (2 imp, 28 warp). It takes 3 points to produce 1 maneuver point. Shields may have up to 10 points in them.

The unique feature of the Spinner is the web generator. This device enables the ship to surround an immobile object with a "spider web" of energy, thus capturing it. The reason the object must be immobile is that a web takes a long time to generate, about 180 minutes for 1 ship. Two tholian ships can do the job in half the time (90 minutes). More ships will, of course, cut the time proportionately. Once completed, nothing can break out of it (*The Tholian Web* episode). The ship's other weaponry is capable of delivering a good solid punch, so watch out!

ORION BLOCKADE RUNNER

A pirate ship, built for speed, fast guns, and little defense. Its speed *is* its defense. The ship has 6 disruptors (of Klingon design), each capable of having 4 points put into them. A bonus of 1 pt is given under a 9 hex range. 2 disr. fire fwd, 1 each stbd and port, and 2 aft.

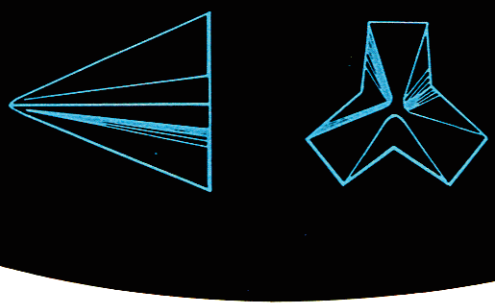
The shields each can have up to 6 points in them. The ship has 3 impulse factors and 2 warp engines producing 15 points of power each. It takes 3 power points to produce 1 maneuvering point. The ship, although small, has 16 superstructure points because it has been reinforced throughout.

Tholian Spinner Class

CREW
Crew unknown

SHIP DATA

Weight (empty)	25,000 Metric tons
Standard Range	4 Years at LYV
Max Safe Cruise Speed	WF 8
Emergency Speed	WF 10
Weaponry	2 energy projectors web generator
Length	75 m
Diameter	67 m



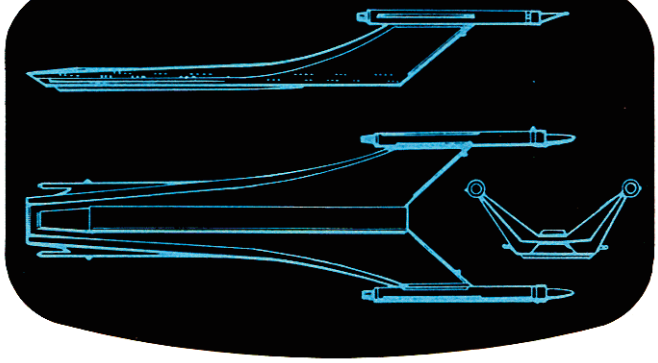
Orion Blockade Runner

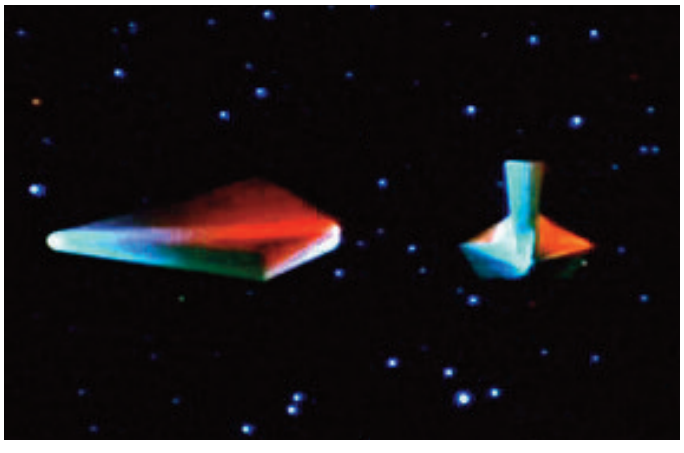
CREW
Crew (TOTAL) – 23

SHIP DATA

Weight (empty)	20,000 Metric tons
Standard Range	6 Years at LYV
Max Safe Cruise Speed	WF 8
Emergency Speed	WF 10
Weaponry	6 Distruptors
Length	100 m
Breadth	33 m
Heigth	32 m

Example Only, the Orions have no standard classes.





COMBAT VESSELS
Assault Ships

Battleships

Corvettes

Cruisers

Anton 7
Constitution 8

Cutters
Epsilon 10
Solar 10
Destroyers

Larson 12
Lenthal 11
Thufir 11
Escort

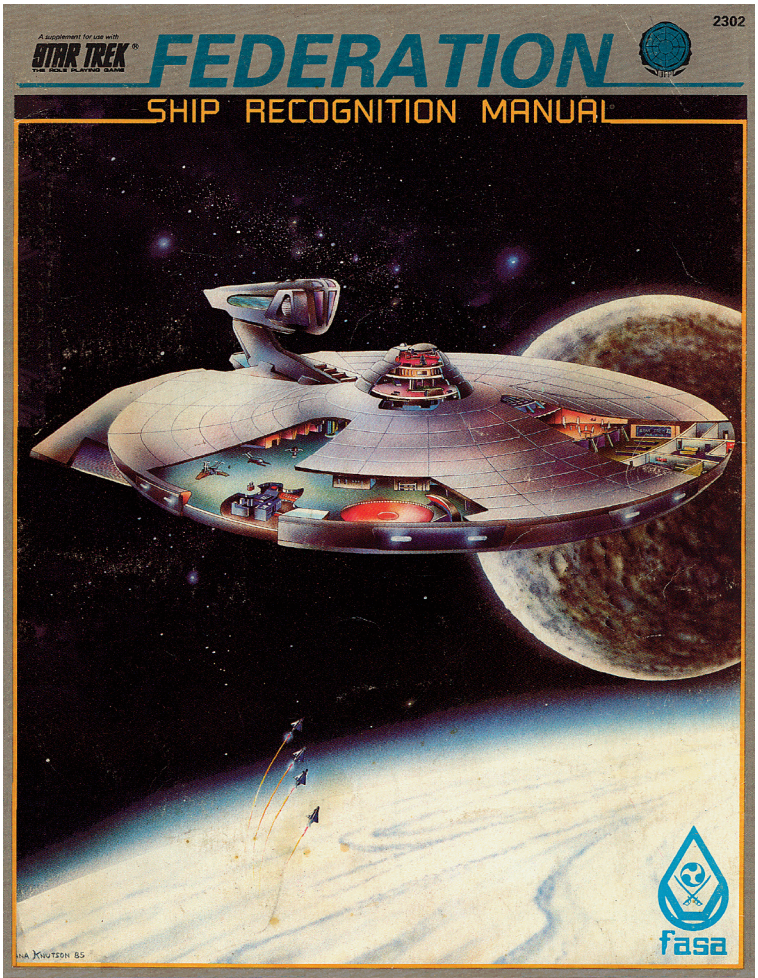
Remora 16
Frigate

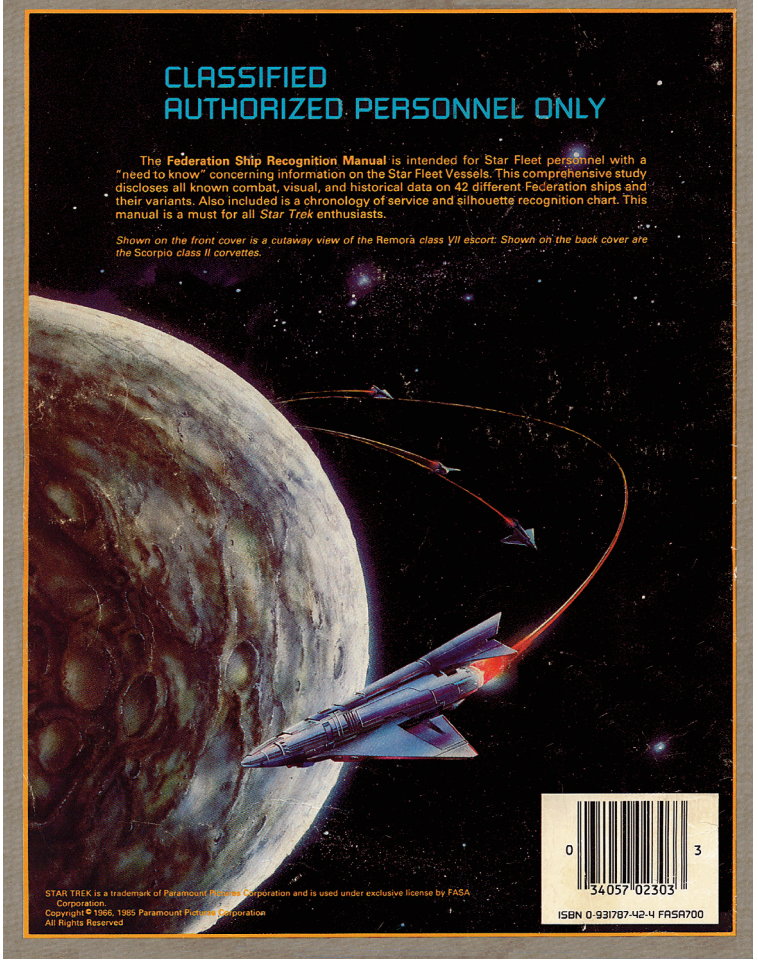
Loknar 14

Monitors
Fenlon 17
Scouts
Nelson 18
Bader 19
Keith 20
Ranger 20
SUPPORT VESSELS
Transports
Cochrane 21

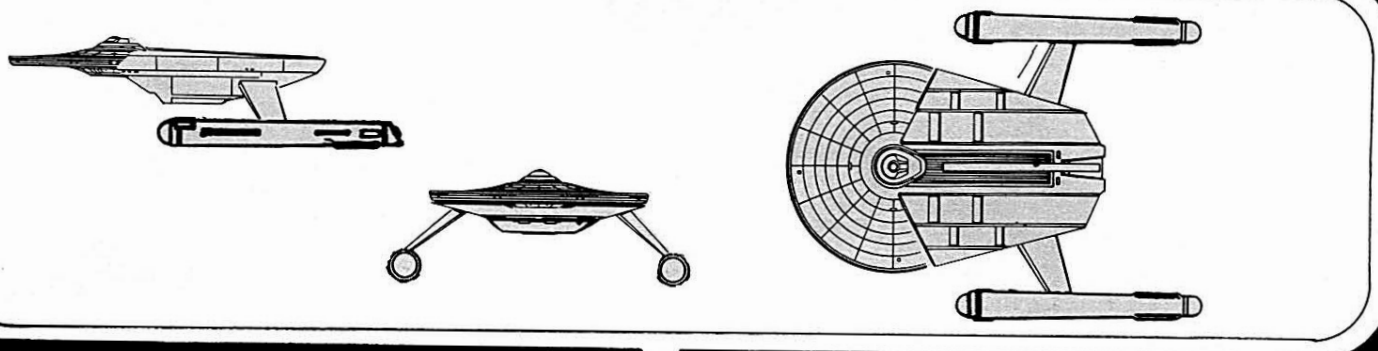
MoKal 22
Freighters
Aakenn 23
Liberty 24
Warpshuttles

REPAIR VESSELS AND FACILITIES
Tenders
Derf 25
Cle Dan 26
Repair Facilities
Pearl 27
Defense Outposts
Alamo 28




CLASSIFIED
AUTHORIZED PERSONNEL ONLY
The Federation Ship Recognition Manual is intended for Star Fleet personnel with a "need to know" concerning information on the Star Fleet Vessels. This comprehensive study discloses all known combat, visual, and historical data on 42 different Federation ships and their variants. Also included is a chronology of service and silhouette recognition chart. This manual is a must for all Star Trek enthusiasts.
Shown on the front cover is a cutaway view of the Remora class VII escort. Shown on the back cover are the Scorpio class II corvettes.
0 3
34057 02303
ISBN 0-931787-42-4 FASA700
STAR TREK is a trademark of Paramount Pictures Corporation and is used under exclusive license by FASA Corporation.
Copyright © 1966, 1985 Paramount Pictures Corporation
All Rights Reserved

Anton Class X Cruiser



	MK I	MK II	MK IV
Construction Data:			
Model Numbers —	1/8704-2/1002	1/9702-2/1410	2/1210
Date Entering Service —	68	56	12
Number Constructed —			
Hull Data:			
Superstructure Points —	16	18	18
Damage Chart —	C	C	C
Size			
Length —	224 m	226 m	226 m
Width —	145 m	145 m	145 m
Height —	51 m	51 m	51 m
Weight —	147,800 mt	150,000 mt	149,200 mt
Cargo			
Cargo Units —	300 SCU	300 SCU	300 SCU
Cargo Capacity —	15,000 mt	15,000 mt	15,000 mt
Landing Capability —	None	None	None
Equipment Data:			
Control Computer Type —	M-3	M-4	M-4
Transporters —			
standard 6-person	4	4	4
emergency 22-person	2	3	3
cargo	2	2	2
Other Data:			
Crew —	290	295	306
Passengers —	40	40	40
Shuttlecraft —	4	4	4
Engines And Power Data:			
Total Power Units Available —	35	38	46
Movement Point Ratio —	3/1	3/1	4/1
Warp Engine Type —	FWC-1	FWC-1	FWC-2
Number —	2	2	2
Power Units Available —	16	16	20
Stress Charts —	O/M	O/M	N/M
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 6
Emergency Speed —	Warp 9	Warp 9	Warp 8
Impulse Engine Type —	FIC-2	FIC-3	FIC-3
Power Units Available —	3	6	6
Weapons And Firing Data:			
Beam Weapon Type —	FL-5	FH-3	FH-10
Number —	4 in 2 banks	4 in 2 banks	4 in 2 banks
Firing Arcs —	2f/p, 2f/s	2f/p, 2f/s	2f/p, 2f/s
Firing Chart —	H	W	W
Maximum Power —	2	5	7
Damage Modifiers —			
+3		(1 – 10)	(1 – 10)
+2	(1 – 4)	(11 – 17)	(11 – 17)
+1	(5 – 7)	(18 – 20)	(18 – 20)
Shields Data:			
Deflector Shield Type —	FSG	FSH	FSH
Shield Point Ratio —	1/1	1/2	1/2
Maximum Shield Power —	9	11	11
Combat Efficiency:			
D —	52.9	78.7	76.7
WDF —	4.4	23.2	38.8

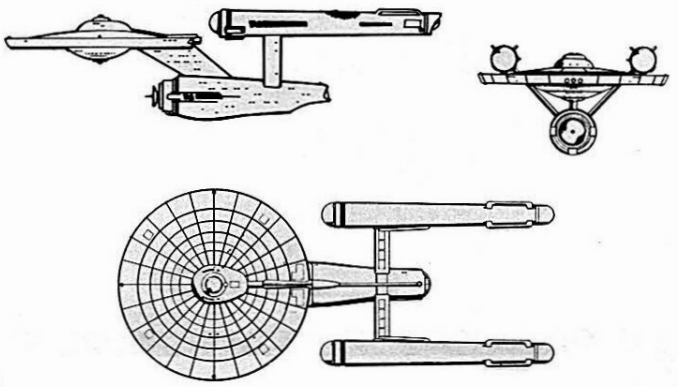
Notes:

First commissioned on Stardate 1/8704 during the period known as "The Great Awakening", the *Anton* Class cruiser was in the forefront of that expansion effort. At the time, Star Fleet itself was expanding in response to the changing and expanding economic and political goals of the UFP. To meet the demand of a larger navy, the Military Appropriations Committee authorized the development and testing of hundreds of vessel types, the *Anton* among them.

During this same period, the concepts of ship design were rapidly evolving and becoming more sophisticated, and the technology to build and operate starships was going through an industrial revolution. Advances in all facets of the technology required to construct, maintain, and operate a starship was changing so rapidly that some ships were obsolete before they were completed. The *Anton* design was changed no fewer than 12 times before the tooling and machining was begun. Even so, the ship required some alterations during its trials and was to see many more changes after its commissioning, the last of which was the refitting to the *Reliant* Class.

When these new cruisers were launched, they were only capable of performing 3-year missions with re-supply at 1-year intervals. This made their dual-purpose role of research cruiser harder to perform. With the great distances that had to be travelled, they could not get more than 6-months travel time from a friendly outpost. This meant they could only advance as fast as the frontier was expanding.

Constitution Class XI Cruiser



	MK I	MK II	MK III
Construction Data:			
Model Numbers —	MK I	MK II	MK III
Date Entering Service —	1/8801-2/1210	2/0206	2/1202
Number Constructed —	13	28	6
Hull Data:			
Superstructure Points —	20	20	22
Damage Chart —	C	C	C
Size			
Length —	290 m	290 m	295 m
Width —	127 m	127 m	127 m
Height —	73 m	73 m	73 m
Weight —	162,425 mt	164,600 mt	167,900 mt
Cargo			
Cargo Units —	380 SCU	390 SCU	390 SCU
Cargo Capacity —	19,000 mt	19,500 mt	19,500 mt
Landing Capability —	None	None	None
Equipment Data:			
Control Computer Type —	M-3	M-4	M-4
Transporters —			
standard 6-person	4	4	4
emergency 22-person	5	5	5
cargo	2	2	2
Other Data:			
Crew —	410	430	430
Passengers —	80	60	60
Shuttlecraft —	10	12	12
Engines And Power Data:			
Total Power Units Available —	36	44	48
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWC-1	FWF-1	FWF-1
Number —	2	2	2
Power Units Available —	16	20	20
Stress Charts —	O/M	G/L	G/L
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	FIB-2	FID-2	FIE-2
Power Units Available —	4	4	8
Weapons And Firing Data:			
Beam Weapon Type —	FL-6	FH-3	FH-3
Number —	6 in 3 banks	6 in 3 banks	6 in 3 banks
Firing Arcs —	2f/p, 2f, 2f/s	2f/p, 2f, 2f/s	2f/p, 2f, 2f/s
Firing Chart —	H	W	W
Maximum Power —	3	5	5
Damage Modifiers —			
+3		(1 – 10)	(1 – 10)
+2	(1 – 4)	(11 – 17)	(11 – 17)
+1	(5 – 7)	(18 – 20)	(18 – 20)
Missile Weapon Type —	FAC-3	FP-1	FP-5
Number —	2	2	2
Firing Arcs —	f	f	f
Firing Chart —	H	L	R
Power To Arm —	4	1	1
Damage —	12	10	16
Shields Data:			
Deflector Shield Type —	FSG	FSN	FSO
Shield Point Ratio —	1/1	1/2	1/3
Maximum Shield Power —	9	16	16
Combat Efficiency:			
D —	64.6	83.6	97.5
WDF —	12.4	43.6	53.8

Notes:

The *Constitution* Class cruisers are the most renowned vessels of their time. Serving as both a research vessel and a cruiser, these ships have performed their duties to perfection for the last 35 years. The *Constitution* Class ships were an integral part of the buildup during "The Great Awakening," from the outset the most versatile of all ships built for the expansion efforts.

The original construction contract called for 13 vessels to be built that would serve as cruisers, have complete research facilities, and be capable of operating on 5-year research and exploration missions. On Stardate 1/8801, the first of these vessels, the *USS Constitution*, was commissioned, followed by one more each month for five months. As soon as these vessels were completed and commissioned, they were sent on 2-year shakedown cruises. Over the next five years, the remaining 7 cruisers were built. The construction program came to a halt with the commissioning of the *USS Defiant*.

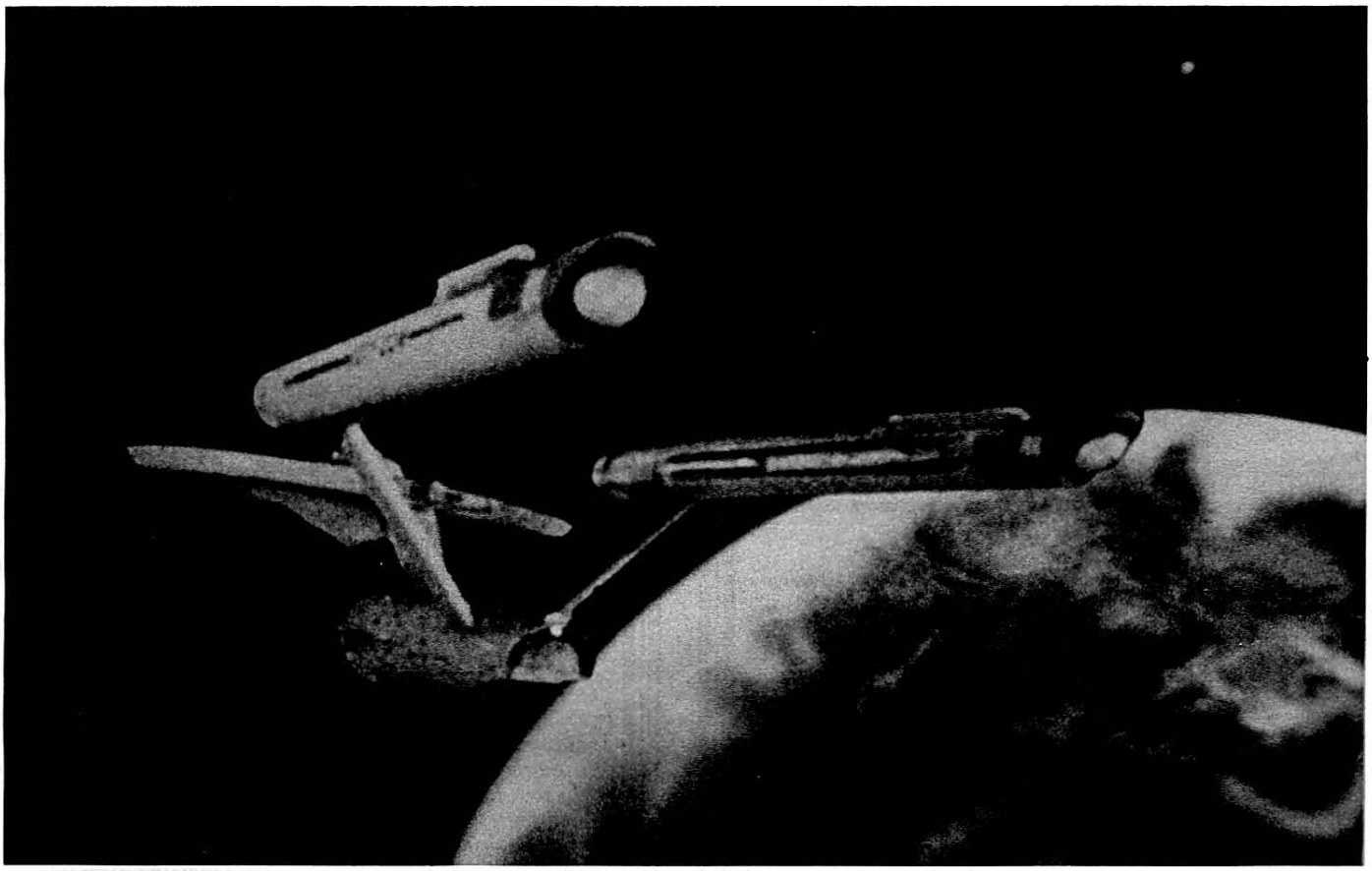
When the Four Years War broke out, Star Fleet decided to produce warships instead of the dual-purpose cruisers that devoted large areas of their space to research and laboratories. Even though the *Constitution* Class was not put into production for the war effort, four of the ships saw action. Each distinguished itself in battle time and again, soon gaining the nickname "The Queens Of Star Fleet". After-action reports continued to show the combat ability of this ship to be superior to any other ship in the fleets, and so the decision to produce more of them was finally issued on Stardate 1/9611.

The ship that would be produced was the Mk II version, mounting the new phaser weaponry and newer, more powerful shields. Because of these modifications to the original design, construction did not begin until Stardate 1/9709, and the first ship did not come off the line until 1/9901, 7 months after the end of the war. Star Fleet decided to continue the production of the *Constitution* Class cruisers and expanded the total number to 42 vessels.

On Stardate 2/0104, the FWF-1 warp drive engine was brought into the inventory, and all *Constitution* Class ships were recalled to be refit as Mk IIIs. By Stardate 2/0510, the refitting was complete and the *Constitution* Class remained the most advanced starship of its time. One Mk III, the *USS Ark Royal*, still serves in Star Fleet, exploring the rimward areas and acting as ongoing proof of this class' successful record.

After the first successful test firing of the FP-5 photon torpedo, Star Fleet ordered that 12 *Constitution* Class ships be modified to fire it. On Stardate 2/1202, the *USS Discovery, USS Saratoga, USS El Dorado,* and *USS Kitty Hawk* were sent into service as Mk IVs, mounting not only the new torpedo system, but also more powerful impulse engine and shield generators.

The Mk IV was the last version of the *Constitution* Class to be built, but not the last to use that particular hull style. The *Enterprise* Class cruiser was originally built from older *Constitution* hulls and retains its general appearance. *Constitution* Class ships were constructed at the Sol IV shipyards.



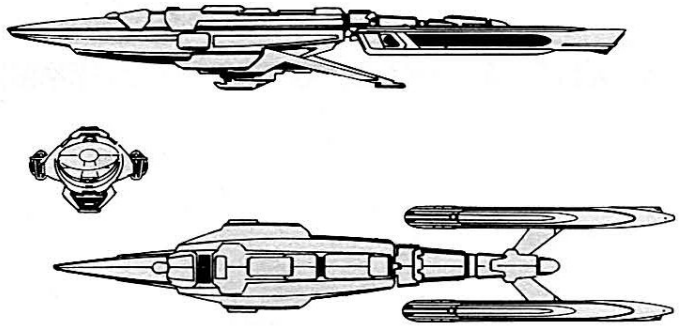
Disposition:

The following list of *Constitution* Class cruisers shows their hull numbers, name, model designation, date entering service, and current disposition. The disposition is represented by the letter codes given below and is followed by the date of occurrence, if known.

I	Inactive Reserve fleet
D	Destroyed by hostile action or natural disaster
Sc	Scrapped
L	Lost, whereabouts unknown
R3	Refit to Mk III
R4	Refit to Mk IV
RE	Refit to *Enterprise* Class
*	Original 13

NCC 1017*	Constellation	I	1/8803, R3 2/0211, D 2/0802
NCC 1373*	*Republic*	I	1/8805, R3 2/0309, L 2/0801
NCC 1631*	*Intrepid*	I	1/8804, R3 2/0206, D 2/0812
NCC 1647*	*Farragut*	I	1/8806, R3 2/0501, D 2/0904
NCC 1664*	*Excalibur*	I	1/8901, R3 2/0402, D 2/0905
NCC 1672*	*Exeter*	I	1/9003, R3 2/0307, Sc 2/1012
NCC 1700*	*Constitution*	I	1/8801, R3 2/0206, I 2/1205
NCC 1701*	*Enterprise*	I	1/8802, R3 2/0203, RE 2/1704, D 2/2206
NCC 1702*	*Potemkin*	I	1/9206, R3 2/0410, D 2/1201
NCC 1703*	*Hood*	I	1/9307, R3 2/0402, Sc 2/1201
NCC 1704	*Bismark*	II	1/9901, R3 2/0510, RE 2/1709
NCC 1705	*Yamato*	II	1/9903, R3 2/0311, RE 2/1711
NCC 1709*	*Lexington*	I	1/8912, R3 2/0304, L 2/0702
NCC 1710	*Kongo*	II	1/9909, R3 2/0406, D 2/1803
NCC 1715	*Challenger*	II	2/0008, R3 2/0508, RE 2/1707
NCC 1717*	*Yorktown*	I	1/9005, R3 2/0308, Sc 2/1102
NCC 1718	*Valiant*	II	2/0010, R3 2/0312, RE 2/1802
NCC 1719	*Essex*	II	2/0104, R3 2/0209, RE 2/1803
NCC 1720	*Saratoga*	II	2/0105, R3 2/0410, R4 2/1202, I 2/2006
NCC 1724	*El Dorado*	II	2/0109, R3 2/0212, R4 2/1202, I 2/2006
NCC 1725	*Kent*	II	2/0202, R3 2/0501, R4 2/1212
NCC 1727	*Littorio*	III	2/0912, R4 2/1308
NCC 1736	*Ticonderoga*	III	2/0308, Sc 2/2204
NCC 1738	*Eagle*	III	2/0405, Sc 2/2006
NCC 1742	*Santissima Trinidad*	III	2/0606, RE 2/1902
NCC 1744	*Marseille*	III	2/0410, RE 2/1902
NCC 1749	*Langley*	III	2/0503, R4 2/1308
NCC 1750	*Richelieu*	III	2/0702, R4 2/1303
NCC 1751	*Forrestal*	III	2/0702, R4 2/1205, Sc 2/2111
NCC 1754	*Kitty Hawk*	III	2/0801, R4 2/1202, D 2/2209
NCC 1759	*Chikuma*	III	2/0804 Sc 2/2301
NCC 1760	*Victory*	III	2/0805, L 2/1903
NCC 1764	*Defiant*	I	1/9311, R3 2/0303, D 2/0910
NCC 1765	*Rivoli*	III	2/0808, D 2/1510
NCC 1776	*BonHomme Richard*	III	2/0809, RE 2/1810
NCC 1777	*Endeavor*	III	2/0901, R4 2/1211
NCC 1778	*Hornet*	III	2/0901, R4 2/1306
NCC 1779	*Akagi*	III	2/0905, D 2/1709
NCC 1780	*Kaga*	III	2/0905, L 2/1709
NCC 1791	*Ark Royal*	III	2/1001
NCC 1792	*Radetsky*	III	2/1004, R4 2/1204, D 2/1906
NCC 1798	*Discovery*	III	2/1010, R4 2/1202

Epsilon Class III-IV Cutter

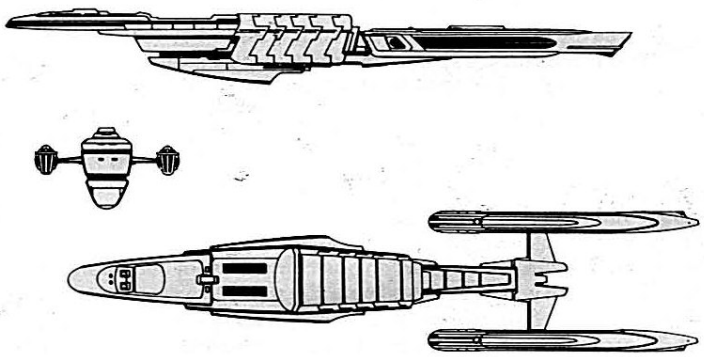


Construction Data:	
Model Numbers —	MK I
Ship Class —	III
Date Entering Service —	2/1104
Number Constructed —	461
Hull Data:	
Superstructure Points —	7
Damage Chart —	C
Size	
Length —	96 m
Width —	18 m
Height —	12 m
Weight —	17,925 mt
Cargo	
Cargo Units —	5 SCU
Cargo Capacity —	250 mt
Landing Capability —	Yes
Equipment Data:	
Control Computer Type —	L-14
Transporters —	
standard 6-person	1
combat 20-person	1
cargo	1
Other Data:	
Crew —	25
Passengers —	10
Troops —	10
Engines And Power Data:	
Total Power Units Available —	18
Movement Point Ratio —	2/1
Warp Engine Type —	FWA-2
Number —	2
Power Units Available —	8
Stress Charts —	J/M
Maximum Safe Cruising Speed —	Warp 6
Emergency Speed —	Warp 8
Impulse Engine Type —	FIB-1
Power Units Available —	2
Weapons And Firing Data:	
Beam Weapon Type —	FH-6
Number —	4 in 2 banks
Firing Arcs —	2Vp, 2Vs
Firing Chart —	N
Maximum Power —	3
Damage Modifiers —	
+2	(1 – 7)
+1	(8 – 13)
Shields Data:	
Deflector Shield Type —	FSB
Shield Point Ratio —	1/2
Maximum Shield Power —	9
Combat Efficiency:	
D —	49
WDF —	10

Notes:

Of the 805 *Epsilons* built, 363 Mk Is and 266 Mk IIs remain in active service, with 16 Mk Is and 8 Mk IIs in reserve fleets; 4 Mk Is and 2 Mk IIs are used by Star Fleet Training Command; 87 Mk Is and 41 Mk IIs have been destroyed, 4 Mk Is disappeared along the Triangle border, and 2 Mk Is disappeared on the Rimward frontier; 2 Mk Is and 4 Mk IIs have been scrapped, and 6 Mk Is have been sold to civilian commercial interests.

The *Epsilon* Class cutters are produced at the Morena, Salazaar, and Merak shipyards at a combined rate of 18 per year.



Solar Class III Cutter

Construction Data:			
Model Numbers —	MK I	MK III	MK VI
Date Entering Service —	1/9805-2/1501	2/1010	2/1206
Number Constructed —	588	410	621
Hull Data:			
Superstructure Points —	6	7	8
Damage Chart —	C	C	C
Size			
Length —	90 m	90 m	90 m
Width —	20 m	20 m	20 m
Height —	12 m	12 m	12 m
Weight —	17,100 mt	18,100 mt	20,400 mt
Cargo			
Cargo Units —	5 SCU	5 SCU	5 SCU
Cargo Capacity —	250 mt	250 mt	250 mt
Landing Capability —	Yes	Yes	Yes
Equipment Data:			
Control Computer Type —	L-14	L-14	L-14
Transporters —			
standard 6-person	1	1	1
combat 20-person	1	1	1
cargo	1	1	1
Other Data:			
Crew —	23	25	28
Passengers —	6	6	6
Troops —	10	10	10
Engines And Power Data:			
Total Power Units Available —	15	19	19
Movement Point Ratio —	1/1	1/1	1/1
Warp Engine Type —	FWA-1	FWA-2	FWA-2
Number —	2	2	2
Power Units Available —	6	8	8
Stress Charts —	G/K	J/M	J/M
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIA-3	FIA-3	FIA-3
Power Units Available —	3	3	3
Weapons And Firing Data:			
Beam Weapon Type —	FH-1	FH-1	FH-2
Number —	6 in 3 banks	6 in 3 banks	6 in 3 banks
Firing Arcs —	2Vp, 2I, 2Vs	2Vp, 2I, 2Vs	2Vp, 2I, 2Vs
Firing Chart —	F	F	H
Maximum Power —	2	2	3
Damage Modifiers —			
+1			(1 – 10)
Shields Data:			
Deflector Shield Type —	FSB	FSB	FSB
Shield Point Ratio —	1/2	1/2	1/2
Maximum Shield Power —	11	11	11
Combat Efficiency:			
D —	66.6	80.6	80.6
WDF —	3.0	3.0	7.8

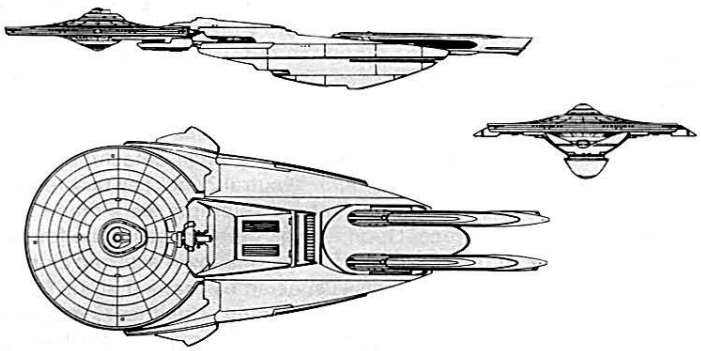
Notes:

Of the 1,297 *Solar* Class cutters built, 144 Mk IIIs and 524 Mk VIs remain in active service, with 196 Mk Is and 42 Mk IIIs in reserve fleets. Twenty-four Mk IIIs and 24 Mk VIs are used by Star Fleet Training Command; 79 Mk Is, 48 Mk IIIs, and 46 Mk VIs have been destroyed; 2 Mk Is, 1 Mk III and 3 Mk VIs are listed as missing; 16 Mk Is, 14 Mk IIIs, and 14 Mk VIs have been scrapped; and 81 Mk Is, 29 Mk IIIs, and 10 Mk VIs have been sold to civilian commercial concerns.

The *Solar* Class cutters are manufactured at the Salazaar and Alpha Centauri shipyards at a combined rate of 26 per year.

Lenthal Class IX Destroyer

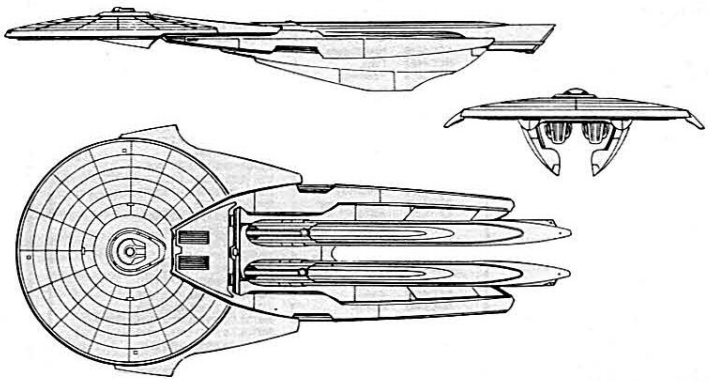
Construction Data:	
Model Numbers —	MK II
Date Entering Service —	2/1202
Number Constructed —	201
Hull Data:	
Superstructure Points —	18
Damage Chart —	C
Size	
Length —	260 m
Width —	110 m
Height —	40 m
Weight —	133,700 mt
Cargo	
Cargo Units —	100 SCU
Cargo Capacity —	5,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	M-2
Transporters —	
standard 6-person	4
emergency 22-person	2
cargo	1
Other Data:	
Crew —	160
Passengers —	10
Shuttlecraft —	2
Engines And Power Data:	
Total Power Units Available —	36
Movement Point Ratio —	3/1
Warp Engine Type —	FWD-1
Number —	2
Power Units Available —	12
Stress Charts —	L/G
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 9
Impulse Engine Type —	FIF-1
Power Units Available —	12
Weapons And Firing Data:	
Beam Weapon Type —	FH-12
Number —	6 in 2 banks
Firing Arcs —	3f/p/a, 3f/s/a
Firing Chart —	R
Maximum Power —	6
Damage Modifiers —	
+3	
+2	(1 – 9)
+1	(10 – 16)
Shields Data:	
Deflector Shield Type —	FSH
Shield Point Ratio —	1/2
Maximum Shield Power —	12
Combat Efficiency:	
D —	77.7
WDF —	29.4



Notes:

Of the 311 *Lenthals* built, 161 Mk IIs and 98 Mk Vs remain in active service, with 10 Mk IIs in reserve fleets; 2 Mk IIs are used by Star Fleet Training Command; 22 Mk IIs and 10 Mk Vs have been destroyed; 2 Mk IIs are listed as missing; 2 Mk IIs and 2 Mk Vs have been scrapped; and 2 Mk IIs have been sold to civilian commercial concerns.

The *Lenthal,* an Andorian design, is manufactured at Salazaar at a rate of 18 per year.



Notes:

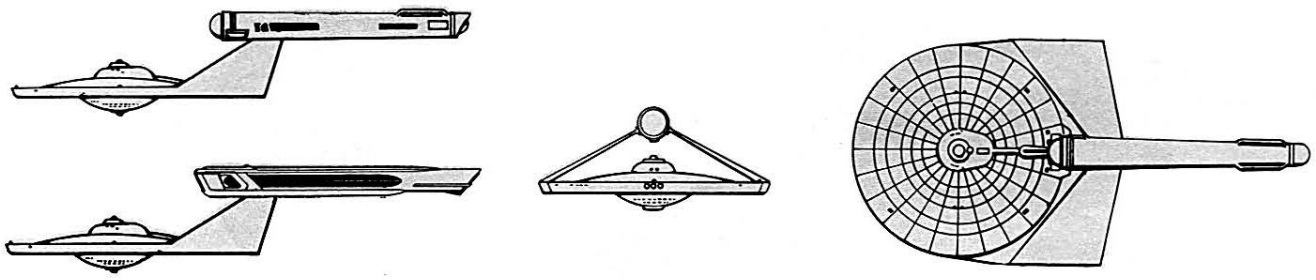
Of the 374 *Thufir* Class destroyers built, 192 Mk Is and 136 Mk IIIs remain in active service, with 6 Mk Is in reserve fleets. Of the remainder, 1 Mk III is used by Star Fleet Training Command, 26 Mk Is and 8 Mk IIIs have been destroyed, 1 Mk III is listed as missing; 1 Mk I and 2 Mk IIIs have been scrapped; and 1 Mk I has been sold to civilian commerc l

The *Thufir,* an Andorian design, is produced at the Morena and Salazaar shipyards at a combined rate of 15 per year.

Thufir Class VIII-IX Destroyer

Construction Data:		
Model Numbers —	MK I	MK III
Ship Class —	VIII	IX
Date Entering Service —	2/1011	2/1503
Number Constructed —	226	148
Hull Data:		
Superstructure Points —	15	
Damage Chart —	C	
Size		
Length —	280 m	
Width —	130 m	
Height —	40 m	
Weight —	110,900 mt	
Cargo		
Cargo Units —	100 SCU	
Cargo Capacity —	5,000 mt	
Landing Capability —	None	
Equipment Data:		
Control Computer Type —	M-3	
Transporters —		
standard 6-person	3	
emergency 22-person	2	
cargo	1	
Other Data:		
Crew —	180	
Passengers —	15	
Shuttlecraft —	4	
Engines And Power Data:		
Total Power Units Available —	29	
Movement Point Ratio —	3/1	
Warp Engine Type —	FWE-2	
Number —	2	
Power Units Available —	13	
Stress Charts —	G/K	
Maximum Safe Cruising Speed —	Warp 7	
Emergency Speed —	Warp 9	
Impulse Engine Type —	FIC-2	
Power Units Available —	3	
Weapons And Firing Data:		
Beam Weapon Type —	FH-5	
Number —	6 in 3 banks	
Firing Arcs —	2f/p, 2f/s, 2a	
Firing Chart —	R	
Maximum Power —	4	
Damage Modifiers —		
+2	(1 – 8)	
+1	(9 – 16)	
Missile Weapon Type —	FP-2	
Number —	2	
Firing Arcs —	f	
Firing Chart —	H	
Power To Arm —	1	
Damage —	6	
Shields Data:		
Deflector Shield Type —	FSF	
Shield Point Ratio —	1/2	
Maximum Shield Power —	8	
Combat Efficiency:		
D —	62.9	
WDF —	20.4	

Larson Class VII Destroyer



Construction Data:			
Model Numbers —	MK I	MK II	MK VI
Date Entering Service —	1/8801-2/0109	1/9804-2/2205	2/0912
Number Constructed —	109	34	6
Hull Data:			
Superstructure Points —	11	10	14
Damage Chart —	C	C	C
Size			
Length —	269 m	269 m	269 m
Width —	134 m	134 m	134 m
Height —	62 m	62 m	62 m
Weight —	82,400 mt	80,750 mt	87,000 mt
Cargo			
Cargo Units —	200 SCU	200 SCU	200 SCU
Cargo Capacity —	10,000 mt	10,000 mt	10,000 mt
Landing Capability —	None	None	None
Equipment Data:			
Control Computer Type —	M-1	M-1	M-1
Transporters —			
standard 6-person	4	4	4
emergency 22-person	3	3	3
cargo	1	1	1
Other Data:			
Crew —	195	195	200
Passengers —	10	10	10
Shuttlecraft —	6	6	6
Engines And Power Data:			
Total Power Units Available —	22	22	23
Movement Point Ratio —	2/1	2/1	2/1
Warp Engine Type —	FWC-2	FWC-2	FWC-2
Number —	1	1	1
Power Units Available —	20	20	20
Stress Charts —	M/K	M/K	M/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIB-1	FIB-1	FIC-2
Power Units Available —	2	2	3
Weapons And Firing Data:			
Beam Weapon Type —	FL-2	FH-4	FH-7
Number —	6 in 3 banks	6 in 3 banks	6 in 3 banks
Firing Arcs —	2f/p, 2f, 2f	2f/p, 2f, 2f/s	2f/p, 2f, 2f/s
Firing Chart —	F	Q	Q
Maximum Power —	2	3	4
Damage Modifiers —	None		
+2		(1 – 8)	(1 – 8)
+1		(9 – 15)	(9 – 15)
Missile Weapon Type —	FAC-1	FP-2	FP-2
Number —	1	2	2
Firing Arcs —	f	f	f
Firing Chart —	F	H	H
Power To Arm —	3	1	1
Damage —	8	6	6
Shields Data:			
Deflector Shield Type —	FSC	FSC	FSD
Shield Point Ratio —	1/1	1/1	1/2
Maximum Shield Power —	8	8	7
Combat Efficiency:			
D —	36.2	34.8	63.0
WDF —	4.2	19.6	23.2

Designed at the same time as the *Nelson* class scouts and the *Constitution* class cruisers, *Larson* Class destroyers share many of the same physical features of these ships. An efficient ship that performed its function well, it was intended to perform the same tasks as other dual- function vessels, namely both research and defense. Even so, most of the existing *Larsons* in service are employed by Star Fleet's Military Operations Command, with several serving in the Galaxy Exploration Command.

Destroyers such as the *Larson* frequently are employed on patrol duty along the frontier areas. In time of war or other military emergencies, *Larsons* and other destroyers may be assigned to escort convoys or used as scouts by squadrons or small fleets. With its array of weapons, it is a fine combat vessel, though not as powerful as a cruiser or larger ship.

As can be seen by reviewing the statistics, the *Larson* Mk I was introduced into service on Stardate 1/8801, remaining unchanged until the introduction of the Mk II on Stardate 1/9804, when laser weaponry was replaced by the newer phaser and photon technology. All Mk I vessels were refitted with the new weapons by 2/0109. Several small interior changes were also made, but these did not affect the combat performance of the vessels until the introduction of the Mk VI.

The Mk VI mounted a more powerful impulse drive system, improved phaser weapons and the more efficient FSD shield generators. The Mk VII, introduced on Stardate 2/1403, mounted the newer style engine nacelle and a more powerful impulse drive system. This increased the overall power output by 25% and extended the service life of the *Larson* class by several years. As of Stardate 2/2205, all *Larsons* in active service have been upgraded to the Mk VI, and several have been modified to Mk VIIs.

Production of the *Larson* Class was halted on Stardate 2/1808 with the commissioning of the *USS Juno*. This class is being supplemented by several newer destroyer designs and may see and end to service within the next 5 to 7 years.

No ships sold to the private sector have been refit, and most retain the characteristics they had at the time of sale. All vessels sold were disarmed by Star Fleet, though the weapon-mounting hardpoints usually were left intact.

Historical Notes

Larsons are named for military leaders and battles of Terran origin. The class vessel is named for Admiral William G. Larson, hero of the battle at Gamma Hydra during the Romulan War. The only exception to this naming convention is NCC 4305 *Thelenth*, which is named after an Andorian admiral who defeated the Klingons in a pitched battle at Donovan's Star at the cost of his own ship and crew.

The ships *Hammurabi* and *Troy* were both destroyed while escorting a convoy of merchant ships bound for a frontier area. During this battle, seventeen freighters were destroyed and an additional four were taken as prizes by the Klingons. Of the five ships that survived the encounter, all reported that the *Hammurabi* destroyed two Klingon *D-7* cruisers and crippled two others before being destroyed itself. The *Troy* apparently was disabled in the initial exchange of fire and left for dead. When a Klingon cruiser ventured too close to the derelict, however, it opened fire and destroyed the enemy vessel in a single volley. Of course, without maneuvering power, the *Troy* later was easily dispatched.

On Stardate 2/0208, the *Bolivar* led a small detachment consisting of the *Normandy, Alesia, Babur,* and *Tecumseh* into an uncontrolled area near the Romulan Neutral Zone. The task force maintained radio silence and failed to report back at its scheduled time. When extensive communications attempts were made unsuccessfully, a rescue group was dispatched to the last reported position of the task force. Upon arrival, nothing was to be found, and an extensive search was begun, ultimately discovering the engine nacelle of the *Alesia* adrift in an unknown asteroid cluster. At the time no determination was made as to what had caused the loss of the ships, but it was suspected by many that the Romulans had ambushed the group and successfully destroyed them before they were able to send a call for aid. This theory was never proved, and no action was ever taken against the Romulans, largely because it was felt that the Romulans could not have crossed the Neutral Zone unnoticed. Since the discovery of the Romulan cloaking capability, the theory has been given new weight.

On Stardate 2/1502, the *USS Richtofen* was recalled for an engine refit and scheduled maintenance to shipboard systems. As the ship's refit and maintenance checks neared completion, spirited Ensigns and sympathetic workers painted it bright red in honor of its namesake. Star Fleet Command has decided to leave the ship this color despite the breach of regulations, though all Ensigns were mildly disciplined. The vessel is still in service and is assigned to the Klingon sector.

On its maiden flight, the *USS Sheridan* experienced a critical overload in its warp drive system. All backup systems failed to correct the problem. It was decided to jettison the engine pod because an uncontrolled matter anti-matter mix was underway and could not be stopped. The systems used to eject the engine also failed, and the ship was totally destroyed in the subsequent explosion. Three crewmembers who had taken refuge in a shuttle survived.

The *Larson* Class destroyers were produced at the Sol V and Proxima shipyards.

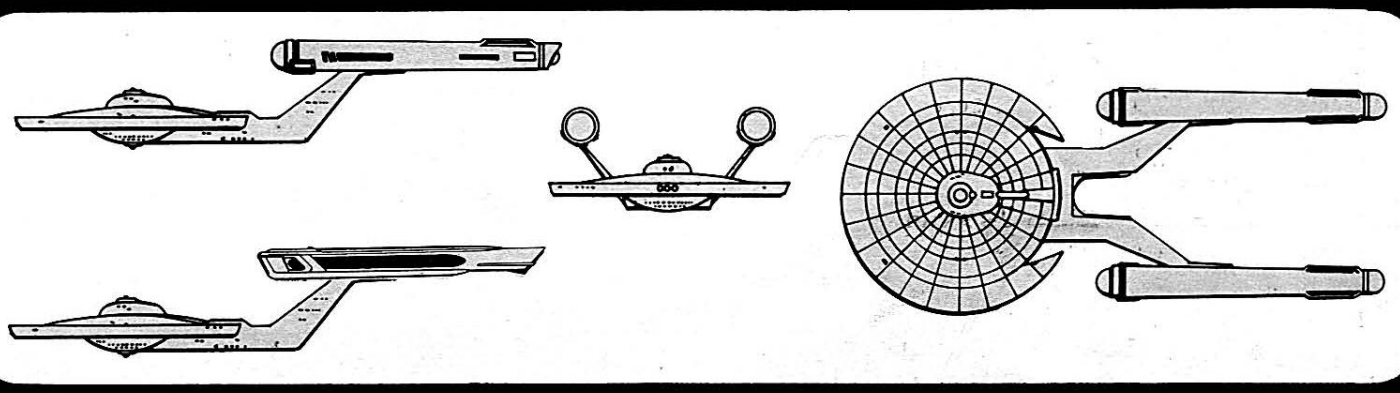
Disposition:

The following list of *Larson* Class destroyers shows their hull numbers, name, model, date entering service, and current disposition. The disposition is represented by letter codes given below and is follwoed by the date of occurrence, if known.

I	Inactive	R2	Refit to Mk II
D	Destroyed by hostile action or natural disaster.	R6	Refit to Mk VI
DK	Destroyed in Four Years War S Sold to private sector	R7	Refit to Mk VII
Sc	Scrapped	T	Used by Training Command
L	Lost, whereabouts unknown		

NCC 4300	Larson	I	1/8801, R2 2/0102, R6 2/1111, R7 2/1410
NCC 4301	Midway	I	1/8801, DK 1/9411
NCC 4302	Coral Sea	I	1/8802, R2 2/0006, R6 2/1002, R7 2/1501
NCC 4303	Tannenberg	I	1/8803, R2 1/9909, R6 2/1001
NCC 4304	Trafalgar	I	1/8803, R2 1/9806, R6 2/1102, R7 2/1408
NCC 4305	Thelenth	I	1/8804, R2 1/9806, R6 2/1202, R7 2/1503
NCC 4306	Waterloo	I	1/8806, D 1/9909
NCC 4307	Borodino	I	1/8807, R2 1/9805, R6 2/0912, R7 2/1404
NCC 4308	Austerlitz	I	1/8807, DK 1/9702
NCC 4309	Normandy	I	1/8807, R2 2/0010, L 2/0208
NCC 4310	Marathon	I	1/8810, R2 1/9909, R6 2/1104
NCC 4311	Pharsalus	I	1/8810, DK 1/9506
NCC 4312	Cre'cy	I	1/8910, R2 1/9804, R6 2/1107
NCC 4313	Poitiers	I	1/8903, R2 1/9901, I 2/0909
NCC 4314	Agincourt	I	1/8903, R2 1/9912, R6 2/1011, S 2/1202
NCC 4315	Blenheim	I	1/8906, R2 1/9903, R6 2/1103, T 2/1511
NCC 4316	Torgau	I	1/8908, R2 1/9805, R6 2/1001, R7 2/1502
NCC 4317	Eylau	I	1/8909, DK 1/9602
NCC 4319	Leyte	I	1/8910, R2 1/9807, R6 2/0912, R7 2/1409
NCC 4320	Leipzig	I	1/8910, R2 2/0104, I 2/1010
NCC 4322	Buena Vista	I	1/9002, DK 1/9506
NCC 4323	Garbo	I	1/9004, R2 1/9809, R6 2/1002
NCC 4324	Gettysburg	I	1/9005, R2 1/9804, R6 2/1006, R7 2/1403
NCC 4325	Castinian	I	1/9006, R2 1/9901, R6 2/1107, R7 2/1412
NCC 4326	Shiloh	I	1/9009, R2 1/9812, S 2/0802
NCC 4327	Gallipoli	I	1/9011, R2 1/9805, R6 2/1303, R7 2/1801
NCC 4328	Jutland	I	1/9012, R2 1/9808, R6 2/1401, R7 2/1606
NCC 4329	Anzio	I	1/9104, DK 9512
NCC 4331	Corregidor	I	1/9107, R2 1/9807, R6 2/1002, S 2/1111
NCC 4332	Guadalcanal	I	1/9108, R2 1/9907, R6 2/0912, R7 2/1411
NCC 4333	Iwo Jima	I	1/9108, DK 1/9512
NCC 4334	Okinawa	I	1/9108, R2 2/0008, R6 2/1004
NCC 4335	Ramses	I	1/9110, R2 1/9912, R6 2/1009, R7 2/1410
NCC 4336	Thebes	I	1/9112, DK 1/9801
NCC 4337	Hammurabi	I	1/9201, DK 1/9604
NCC 4338	Troy	I	1/9204, DK 1/9604
NCC 4339	Chou	I	1/9206, R2 1/9903, R6 2/1008, S 2/1302
NCC 4340	Xerxes	I	1/9208, R2 1/9901, R6 2/1202, R7 2/1412, S 2/1811
NCC 4341	Salamis	I	1/9208, R2 1/9804, I 2/2001
NCC 4342	Xenophon	I	1/9211, R2 1/9903, R6 2/1211, R7 2/1602
NCC 4343	Julius Ceasar	I	1/9211, R2 2/0012, S 2/1704
NCC 4344	Napoleon	I	1/9303, R2 1/9807, R6 2/0912, R7 2/1509
NCC 4345	Cochise	I	1/9306, R2 2/0106, R6 2/1102, R7 2/1403
NCC 4346	Lutzen	I	1/9309, R2 1/9804, R6 2/1201
NCC 4347	Sun Tzu	I	1/9311, R2 1/9911, R6 2/1006, R7 2/1803
NCC 4348	Demetrius	I	1/9311, DK 1/9503
NCC 4350	Hannibal	I	1/9402, R2 1/9804, R6 2/1106, R7 2/1910
NCC 4351	Thermopylae	I	1/9406, R2 1/9808, R6 2/1303
NCC 4352	Scipio	I	1/9409, R2 2/0011, R6 2/1105, R7 2/1611
NCC 4353	Cannae	I	1/9409, R2 2/0102, R6 2/0912, S 2/1208
NCC 4354	Alesia	I	1/9409, R2 2/0003, L 2/0208
NCC 4355	Marc Antony	I	1/9409, R2 2/0109, I 2/2002
NCC 4356	Liu Pang	I	1/9410, R2 1/9809, R6 2/1010, R7 2/1801
NCC 4357	Constantine	I	1/9411, R2 1/9911, I 2/1010
NCC 4358	Alaric	I	1/9412, DK 1/9802
NCC 4360	Orleans	I	1/9501, D 1/9909
NCC 4361	Pendragon	I	1/9502, R2 1/9809, R6 2/1202, R7 2/1606
NCC 4362	Justinian	I	1/9503, R2 1/9912, R6 2/1011, R7 2/1410, I 2/1511
NCC 4363	Tiberius	I	1/9506, R2 2/0012, R6 2/1201, R7 2/1603
NCC 4364	Charlemagne	I	1/9506, R2 1/9908, R6 2/0912, R7 2/1802
NCC 4366	Jauhur	I	1/9506, R2 1/9805, R6 2/1401
NCC 4367	Alexander	I	1/9506, R2 1/9906, R6 2/1212, R7 2/1703
NCC 4368	Saladin	I	1/9507, R2 2/0109, R6 2/1103, R7 2/1512
NCC 4369	Hardraade	I	1/9508, R2 2/0003, R6 2/0912, R7 2/1801
NCC 4371	Frederick	I	1/9510, R2 2/0006, R6 2/1305
NCC 4372	Acre	I	1/9510, DK 1/9609
NCC 4373	Rajendra	I	1/9602, R2 2/0009, I 2/1606
NCC 4374	Bahu	I	1/9603, DK 1/9609
NCC 4375	Genghis Khan	I	1/9603, R2 1/9910, R6 2/1010, R7 2/1602
NCC 4376	Liegnitz	I	1/9603, R2 2/0101, I 2/1304
NCC 4377	Cromwell	I	1/9604, R2 2/0107, R6 2/1103, R7 2/1711
NCC 4378	Joan Of Arc	I	1/9605, R2 2/0001, R6 2/1208, R7 2/1510
NCC 4379	San Miguel	I	1/9606, DK 1/9611
NCC 4380	Babur	I	1/9606, R2 1/9901, L 2/0208
NCC 4381	Hideyoshi	I	1/9607, R2 1/9809, R6 2/1301
NCC 4382	Bayinnaung	I	1/9608, DK 1/9711
NCC 4383	Cortez	I	1/9609, R2 1/9806, R6 2/1011, R7 2/1512
NCC 4384	Tenochtitlan	I	1/9609, R2 2/0010, I 2/1303
NCC 4385	Adolphus	I	1/9610, R2 1/9912, R6 2/1209, R7 2/1708
NCC 4386	de Tourville	I	1/9610, DK 1/9801
NCC 4387	Breitenfeld	I	1/9611, R2 2/0002, R6 2/1312
NCC 4388	Bradley	I	1/9611, R2 1/9806, R6 2/1111, R7 2/1712
NCC 4389	Blake	I	1/9612, R2 1/9910, R6 2/1207, R7 2/1801
NCC 4391	Nhat-Le	I	1/9701, R2 2/0107, R6 2/1304, R7 2/1407
NCC 4392	Marlborough	I	1/9702, R2 2/0005, R6 2/1207
NCC 4393	Ali Bey	I	1/9702, D 2/0001
NCC 4394	Washington	I	1/9702, R2 2/0010, R6 2/1105, R7 2/1801
NCC 4395	Wellington	I	1/9703, R2 2/0011, R6 2/1208
NCC 4397	Lafayette	I	1/9704, R2 1/9901, R6 2/1202, R7 2/1709
NCC 4398	Murat	I	1/9704, R2 1/9807, R6 2/1204, R7 2/1505
NCC 4399	Ney	I	1/9705, DK 1/9711
NCC 4400	Von Blucher	I	1/9706, R2 1/9910, R6 2/1101, R7 2/1603
NCC 4401	Khartoum	I	1/9708, R2 2/0009, R6 2/1003
NCC 4402	Tecumseh	I	1/9709, R2 1/9901, L 2/0208
NCC 4403	Perry	I	1/9711, R2 1/9908, R6 2/1112, R7 2/1803
NCC 4404	Hastings	I	1/9711, R2 1/9910, R6 2/1304, R7 2/1701
NCC 4405	Jackson	I	1/9712, R2 2/0002, D 2/0505
NCC 4407	San Jacinto	I	1/9712, R2 2/0010, R6 2/1102, R7 2/1604
NCC 4408	Palo Alto	I	1/9801, R2 1/9806, R6 2/1206, R7 2/1409
NCC 4409	Scott	I	1/9801, DK 1/9802
NCC 4410	Rommell	I	1/9801, R2 1/9808, R6 2/1212, R7 2/1606
NCC 4411	Bolivar	I	1/9801, R2 1/9809, L 2/0208
NCC 4412	San Martin	I	1/9801, R2 1/9808, R6 2/1206, R7 2/1601
NCC 4413	Boyaca	I	1/9801, DK 1/9803
NCC 4414	Dewey	I	1/9801, R2 2/0101, R6 2/1310, R7 2/1606
NCC 4415	Lee	I	1/9802, R2 2/0109, R6 2/1202
NCC 4416	Grant	I	1/9802, R2 2/0103, R6 2/1008, R7 2/1505
NCC 4417	Moltke	I	1/9803, R2 2/0012, R6 2/1010
NCC 4418	Nakhimov	I	1/9803, R2 2/0104, D 2/0801
NCC 4419	Balaklava	II	1/9805, R6 2/1007, R7 2/1610
NCC 4420	Dreyfus	II	1/9806, R6 2/1110, R7 2/1510
NCC 4421	Mahdi	II	1/9808, L 2/0603
NCC 4422	Rorkes Drift	II	1/9809, R6 2/1202, R7 2/1710
NCC 4423	Semmes	II	1/9811, D 1/9912
NCC 4424	Chief Joseph	II	1/9812, R6 2/1106, R7 2/1801
NCC 4426	Hindenburg	II	1/9903, R6 2/1208, R7 /1612
NCC 4427	Foch	II	1/9907, D 2/1111
NCC 4428	Pershing	II	1/9908, R6 2/1101, R7 2/1610
NCC 4429	Nicholas	II	1/9909, R6 2/1302, R7 2/1802
NCC 4430	Kermal	II	1/9912, R6 2/1010, R7 2/1509
NCC 4431	Oyama	II	2/0003, R6 2/1311, R7 2/1412
NCC 4432	Pilsudski	II	2/0005, R6 2/1212, R7 2/1609
NCC 4433	Port Arthur	II	2/0010, R6 2/1301, R7 2/1510
NCC 4434	Tsushima	II	2/0102, D 2/1309
NCC 4435	Marne	II	2/0108, R6 2/1403, R7 1409
NCC 4436	Richtofen	II	2/0111, R6 2/1311, R7 2/1712
NCC 4437	MacArthur	II	2/0205, R6 2/1301, R7 2/1610
NCC 4438	Montgomery	II	2/0209, D 2/1205
NCC 4439	Nimitz	II	2/0212, R6 2/1109, R7 2/1412
NCC 4440	Zhukov	II	2/0306, R6 2/1212, R7 2/1711
NCC 4441	Eisenhower	II	2/0311, R6 2/1203, D 2/1503
NCC 4442	Wavell	II	2/0409, D 2/1004
NCC 4444	Doenitz	II	2/0501, R6 2/1105, R7 2/1404
NCC 4445	Tedder	II	2/0512, R6 2/1012, R7 2/1709
NCC 4447	Kursk	II	2/0611, R6 2/1302, R7 2/1606
NCC 4448	Axanar	II	2/0612, R6 2/1405, R7 2/1609
NCC 4449	Collinswill	II	2/0706, R6 2/1308, R7 2/1504, I 2/2012
NCC 4450	Inchon	II	2/0710, R6 2/1211, R7 2/1502
NCC 4451	Dayan	II	2/0805, R6 2/1301, L 2/2104
NCC 4452	Doermann	II	2/0902, R6 2/1212, R7 2/1802
NCC 4453	Chryse	II	2/0903, R6 2/1012, R7 2/1509, S 2/2202
NCC 4454	Bursilev	II	2/0906, R6 2/1106, R7 2/1606
NCC 4455	Titian Plain	II	2/0909, R6 2/1306, R7 2/1709
NCC 4456	Kohlar	VI	2/1002, R7 2/1511
NCC 4457	Tana Re	VI	2/1004, R7 2/1704
NCC 4458	Conley	VI	2/1107, R7 2/1801
NCC 4459	Timoshenko	VI	2/1202, R7 2/1711
NCC 4460	Aguilar	VI	2/1210, R7 2/1708
NCC 4461	Stalingrad	VI	2/1309
NCC 4462	Imbrium	VI	2/1403
NCC 4463	Sheridan	VII	2/1403, D 2/1403
NCC 4464	Choam	VII	2/1406
NCC 4465	Varistan	VII	2/1501
NCC 4466	Mooribunde	VII	2/1508
NCC 4468	Jones	VII	2/1601
NCC 4469	Petrovich	VII	2/1605
NCC 4470	Schultz	VII	2/1609
NCC 4471	Petain	VII	2/1707
NCC 4472	de Gaulle	VII	2/1707
NCC 4473	Trenton	VII	2/1803
NCC 4474	Callisto	VII	2/1808
NCC 4475	Juno	VII	2/1808

Loknar Class VIII-X Frigate



Construction Data:			
Model Numbers —	MK-I	MK II	MK IV
Ship Class —	VII	VIII	IX
Date Entering Service —	1/9010-1/9912	1/9801-2/1502	2/1308
Number Constructed —	48	42	86
Hull Data:			
Superstructure Points —	14	18	21
Damage Chart —	C	C	C
Size			
Length —	290 m	290 m	290 m
Width —	127 m	127 m	127 m
Height —	56 m	56 m	56 m
Weight —	109,000 mt	115,800 mt	140,400 mt
Cargo			
Cargo Units —	260 SCU	280 SCU	280 SCU
Cargo Capacity —	13,000 mt	14,000 mt	14,000 mt
Landing Capability —	None	None	None
Equipment Data:			
Control Computer Type —	M-2	M-2	M-3
Transporters —			
standard 6-person	3	3	3
emergency 22-person	1	1	1
cargo	1	1	1
Other Data:			
Crew —	76	79	84
Passengers —	4	4	4
Shuttlecraft —	2	2	2
Engines And Power Data:			
Total Power Units Available —	19	29	39
Movement Point Ratio —	3/1	3/1	2/1
Warp Engine Type —	FWE-1	FWE-2	FWD-2
Number —	2	2	2
Power Units Available —	8	13	18
Stress Charts —	L/G	G/K	M/G
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 6
Emergency Speed —	Warp 9	Warp 9	Warp 8
Impulse Engine Type —	FIC-2	FIC-2	FIC-2
Power Units Available —	3	3	3
Weapons And Firing Data:			
Beam Weapon Type —	FL-4	FH-5	FH-5
Number —	4	8 in 4 banks	8 in 4 banks
Firing Arcs —	4p/f/s	2f/p, 2f/s, 4a	2f/p, 2f/s, 4a
Firing Chart —	G	R	R
Maximum Power —	3	4	4
Damage Modifiers —			
+2		(1 – 8)	(1 – 8)
+1	(1 – 4)	(9 – 16)	(9 – 16)
Missile Weapon Type —	FAC-2	FP-3	FP-1
Number —	1	4	4
Firing Arcs —	F	3f, 1a	3f, 1a
Firing Chart —	G	D	L
Power To Arm —	4	1	1
Damage —	10	6	10
Shields Data:			
Deflector Shield Type —	FSH	FSK	FSK
Shield Point Ratio —	1/2	1/2	1/2
Maximum Shield Power —	12	16	15
Combat Efficiency:			
D —	65.0	76.7	76.7
WDF —	5.4	29.6	42.4

The *Loknar* Class frigates were built during "The Great Awakening", a period of expansion by the Federation. During this time, many research and exploration vessels were designed and built to aid in the efforts to solidify an enlarged and growing United Federation of Planets. Also during this period, a smaller number of warships were built. The *Loknar*, the most noted of these warships, is still in service to this day, a tribute to the quality of the Andorian design.

Soon after the Federation Appropriations Committee granted Star Fleet the funds necessary to construct fleets to expand and patrol the limits of the UFP, Andorian factions began pushing for warship construction. The basic Andorian philosophy was that, in expanding, the Federation might come upon races as hostile as the Romulans and Klingons, leading to another protracted war broke out for which the Federation and Star Fleet were unprepared. The Andorians argued that, were this to happen or were the Klingons or Romulans to escalate hostilities, Star Fleet needed to be better prepared and would need ships to protect the new borders and colonies. The Andorian arguments were successful, and Star Fleet began a limited build-up of warships. Several shipbuilding facilities were constructed by Andorian firms to design and manufacture these warships, the most notable of these on Sol IV and Salazaar, the largest and most productive in the Federation.

Introduced on Stardate 1/9010, the *Loknar* Class frigate mounted the new, but already proven, FWE-1 warp drive, in Star Fleet's inventory for only two years. The FIC-2 impulse engine was introduced on the *Loknar* and has since proven itself to be one of the most reliable of all production. The *Loknar* Mk I was considered a 'muscle' ship because of its four heavy lasers and single accelerator cannon, making it equal to all but the largest Klingon vessels and more powerful than any ship in the Romulan navy. In addition, the *Loknar* mounted FSH shield generators, more efficient than any used by the enemies of the Federation.

During the Four Years War, the *Loknar* saw more action than any other vessel in Star Fleet. Although it was considered to be successful, the Andorian designers felt a need to improve it. The FWE-2 warp drive systems, still being tested, would produce 60% more power than the FWE-1 and would increase the ship's overall performance. The Mk II was commissioned into service on Stardate 1/9801 mounting the FWE-2, even though this engine was not officially adopted by Star Fleet until Stardate 2/0002.

The most significant advance in starship technology came with the phaser and photon torpedo. The phaser delivers more firepower at longer ranges, weighs less, and requires less structural reinforcing than the laser. The newly developed photon torpedo delivered the same explosive power at 75% less power requirement, was considerably

lighter, and required less structural reinforcement than the accelerator cannon. Eight FH-5 phasers and four FP-3 torpedoes were incorporated into the Mk II, making it more powerful than anything in the Klingon fleet with the exception of the D-10. The Mk II also mounted an upgraded binary shield generator, the FSK, giving 33% more protection at the same output level as the earlier system.

The next major change in the *Loknar's* design came with the introduction of the FWD-2 warp drive to the Mk IV. This increased the power output and overall performance by 40%. Furthermore, this model was modified to fire the FP-1 torpedo.

The Mk V is the latest model of the *Loknar* Class. This version mounts the FIC-3 impulse engine and FP-6 torpedoes.

Loknar Class frigates have served Star Fleet faithfully for 33 years and will remain in the inventory for many years to come. *Loknars* are produced at the Salazaar and Sol VI facilities at a rate of 2 ships per year, including refits. The current production rate is low due to the number of ships required and the high levels of reliability in existing ships.

Historical Notes:

The *Loknar* Class frigates are named after cities and provinces of the Federation. More than half of these vessels are crewed by Andorians and the majority of these are assigned to the 'Blue Fleet', ships whose officer contingent and crew are entirely Andorian. The *USS Loknar* was the first ship commissioned into the Blue Fleet, serving as the flagship for many years.

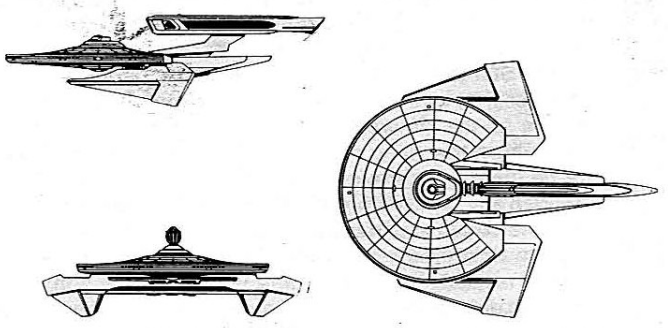
The infamous *IKSV Staav'eMara* (Slave Of Justice), was originally the *USS Morgan City*, a *Loknar* Class frigate captured by Admiral Kamato's forces during the Four Years War and later used in Kamato's abortive coup attempt on the Klingon throne. After failing, Kamato retreated into the Triangle, taking the *Loknar* Class frigate with him. From their location in the Triangle, the Klingon rebels began attacking unprotected convoys and merchant vessels by using the *Staav' eMara* to lure them in. This ruse lasted for several years, then a general recall of all *Loknar* Class vessels made it difficult for the Klingon vessel to operate as though it were from Star Fleet. The IKS Admiralty then decided to have the vessel painted in the standard steel-gray color of their Navy. The *Staav'eMara* still operates with the IKS Navy and has been seen as recently as Stardate 2/2301.

Disposition

The following list of *Loknar* Class frigates shows their hull numbers, name, model designation, date entering service, and current disposition. The disposition is represented by the letter codes given below and is followed by the date of occurence.

I	Inactive	L	Lost, whereabouts unknown.
D	Destroyed	R2	Refit to Mk II
CK	Captured in Four Years War	R4	Refit to Mk IV
DK	Destroyed in Four Years War	R5	Refit to Mk V
Sc	Scrapped	T	Used by Training Command

NCC 2700	Loknar	I	1/9010, R2 1/9807, R4 2/1406
NCC 2701	Ahkeil	I	1/9011, R2 1/9901, I2/1502
NCC 2702	Vernol	I	1/9101, DK 1/9412
NCC 2703	Trantis	I	1/9104, R2 1/9810, I2/1502
NCC 2704	Morgan City	I	1/9107, CK 1/9409
NCC 2705	Farside	I	1/9201, R2 9906, I2/1502
NCC 2706	New America	I	1/9205, R2 2/0012, R4 2/1410
NCC 2708	Kosk	I	1/9206, Sc 2/0012
NCC 2709	Borga	I	1/9212, DK 1/9506
NCC 2710	Peking	I	1/9304, R2 1/9804, Sc 2/1411
NCC 2711	Epcot	I	1/9306, R2 1/9812, R4 2/1406, R5 2/1808
NCC 2712	Aldebaran	I	1/9310, R2 1/9904, D 2/0802
NCC 2713	Proxima	I	1/9310, L 1/9711
NCC 2714	Antares	I	1/9402, Sc 2/0012
NCC 2715	Argus City	I	1/9406, DK 1/9510
NCC 2716	New York	I	1/9409, DK 1/9510
NCC 2717	Boridi	I	1/9501, DK 1/9610
NCC 2718	Moscow	I	1/9504, R2 1/9803, R4 2/1312
NCC 2719	Tokyo	I	1/9508, D 1/9801
NCC 2720	Corinth IV	I	1/9508, DL 1/9611
NCC 2721	Daran V	I	1/9511, R2 1/9804, R4 2/1402
NCC 2722	Paris	I	1/9601, R2 2/0006, I2/1011
NCC 2723	Elas	I	1/9603, DK 1/9701
NCC 2724	Troyius	I	1/9606, R2 2/0001, I2/1410
NCC 2726	Rome	I	1/9609, R2 1/9804, R4 2/1501, D 2/1803
NCC 2727	Los Angeles	I	1/9609, DK 1/9701
NCC 2728	Ekos	I	1/9611, R2 1/9904, I2/1410
NCC 2729	Yonada	I	1/9611, DK 1/9704
NCC 2730	Makusia	I	1/9611, DK 1/9709
NCC 2731	Berlin	I	1/9701, R2 1/9806, D 2/1203
NCC 2732	Opkapi	I	1/9702, R2 9802, I2/1410
NCC 2733	Aurelia	I	1/9705, DK 1/9712
NCC 2734	Carinae II	I	1/9705, DK 1/9801
NCC 2735	Antos IV	I	1/9706, R2 2/0002
NCC 2736	Arcannis	I	1/9706, DK 1/9711
NCC 2737	Mordensia	I	1/9706, R2 1/9901, I2/1502
NCC 2738	Chicago	I	1/9708, R2 2/0008, I2/1410
NCC 2739	Deneb Clar	I	1/9709, DK 9801
NCC 2740	Gaikos	I	1/9710, L 1/9903
NCC 2741	Sydney	I	1/9711, R2 1/9802, D 2/0505
NCC 2742	Halk	I	1/9712, R2 1/9804, R4 2/1312, D 2/1803
NCC 2743	Ilyra	I	1/9712, R2 1/9804, I2/1410
NCC 2744	Mjorn	I	1/9801, R2 1/9804, R4 2/1406, R5 2/1803
NCC 2745	Alondra	I	1/9801, DK 1/9805
NCC 2746	Carinae V	I	1/9803, R2 1/9812, I2/1502
NCC 2747	Argelia	I	1/9803, D 2/0004
NCC 2748	Lactra	II	1/9801, I2/1502
NCC 2749	London	II	1/9801, R4 2/1312, R5 2/1810
NCC 2750	Deneva Ra	II	1/9801, R4 2/1412, R5 2/1901
NCC 2751	Izar	II	1/9802, R4 2/1501, R5 2/2002
NCC 2752	Titan	II	1/9802, R4 2/1402, R5 2/1810
NCC 2753	Rhea	II	1/9809, R4 2/1312
NCC 2754	Helios	II	1/9811, I2/1410
NCC 2755	Capor Bana	II	1/9906, D 2/0305
NCC 2756	Houston	II	2/0003, R4 2/1403, R5 2/1710
NCC 2757	Rio De Janiero	II	2/0102, R4 2/1312, R5 2/1906
NCC 2758	Lavinius	II	2/0111, L 2/0902
NCC 2759	Dallas	II	2/0301, R4 2/1408, R5 2/2110
NCC 2760	Irilia	II	2/0401, R4 2/1310, R5 2/2006
NCC 2761	Karrik Al Van	II	2/0406, R4 2/1404, R5 2/1802
NCC 2762	Thefel	II	2/0603, R4 2/1408, R5 1712
NCC 2763	Ptarth	II	2/0712, I2/1502
NCC 2764	Alpha Colony	II	2/0906, D 2/1408
NCC 2765	Altair VI	II	2/1004, R4 2/1402
NCC 2766	Ariannus	III	2/1212, R4 2/1502, R5 2/2001
NCC 2767	Cairo	IV	2/1308, R5 2/1806
NCC 2768	Coridan	IV	2/1308, R5 2/2006
NCC 2769	Cygni Minor	IV	2/1312, R5 2/1901
NCC 2770	Drox	IV	2/1402, R5 2/2101
NCC 2771	Toronto	IV	2/1405, R5 2/2202
NCC 2772	Trifis	IV	2/1407, R5 2/1805
NCC 2773	Bondorant	IV	2/1410
NCC 2774	Garros	IV	2/1410, R5 2/1712
NCC 2775	Janus Colony	IV	2/1501, D 2/2201
NCC 2776	Iotia	IV	2/1412, R5 2/1910
NCC 2777	Tryla	IV	2/1502, R5 2/2007
NCC 2778	Vladivostok	IV	2/1503, R5 2/1911
NCC 2779	Noma Ra Den	IV	2/1503, L 2/1902
NCC 2780	New Delphi	IV	2/1502, R5 2/1808
NCC 2781	Salos	IV	2/1508, R5 2/1910
NCC 2782	Thuphylla	IV	2/1511, R5 2/1902
NCC 2783	Molens	IV	2/1601, R5 2/2103
NCC 2784	Mantilles	IV	2/1606, R5 2/2202
NCC 2785	Sogon	IV	2/1610, R5 2/1710
NCC 2786	Phobos	IV	2/1701, R5 2/2204
NCC 2787	Luna	IV	2/1709, R5 2/2006
NCC 2788	Johannesburg	IV	2/1709, R5 2/1812
NCC 2789	Stockholm	IV	2/1803, R5 2/1909
NCC 2790	Fall Den	IV	2/1810
NCC 2791	Que Dane	IV	2/1904, R5 2/2011
NCC 2793	Jezar	V	2/1709
NCC 2794	Hobbiton	V	2/1806
NCC 2795	Hong Kong	V	2/1811
NCC 2796	Caitos Prea	V	2/1903
NCC 2797	Mulandra	V	2/1905
NCC 2798	Kism	V	2/1910
NCC 2799	Tog	V	2/2004



Notes:

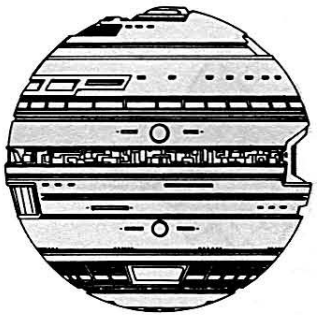
Of the 861 *Remoras* built, 175 Mk IIs remain in active service, with 280 Mk IIs reserve fleets. Eight Mk IIs are used by Star Fleet Training Command; 102 Mk IIs have been destroyed; 3 Mk IIs have been captured by the Klingons. Twelve Mk IIs are listed as missing, and 2 are likely to have been captured by the Romulans; 28 Mk IIs have been scrapped; and 12 Mk IIs have been sold to private commercial concerns.

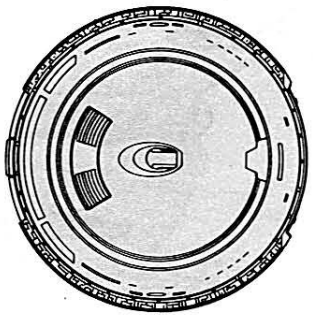
Production of the Mk II has been halted

Remora Class VI-VII Escort

Construction Data:	
Model Numbers —	MK II
Ship Class —	VI
Date Entering Service —	2/0509
Number Constructed —	620
Hull Data:	
Superstructure Points —	12
Damage Chart —	C
Size	
Length —	210 m
Width —	170 m
Height —	60 m
Weight —	78,200 mt
Cargo	
Cargo Units —	100 SCU
Cargo Capacity —	5,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	M-2
Transporters —	
standard 6-person	3
emergency 22-person	2
cargo	1
Other Data:	
Crew —	162
Passengers —	20
Troops —	20
Shuttlecraft —	None
Engines And Power Data:	
Total Power Units Available —	22
Movement Point Ratio —	2/1
Warp Engine Type —	FWD-2
Number —	1
Power Units Available —	16
Stress Charts —	L/F
Maximum Safe Cruising Speed —	Warp 6
Emergency Speed —	Warp 8
Impulse Engine Type —	FIB-3
Power Units Available —	6
Weapons And Firing Data:	
Beam Weapon Type —	FH-4
Number —	8 in 4 banks
Firing Arcs —	2f/p, 2p/a, 2f/s, 2s/a
Firing Chart —	Q
Maximum Power —	3
Damage Modifiers —	
+2	(1 – 8)
+1	(9 – 14)
Shields Data:	
Deflector Shield Type —	FSF
Shield Point Ratio —	1/2
Maximum Shield Power —	10
Combat Efficiency:	
D —	62.2
WDF —	20.8

Fenlon Class V Monitor





Construction Data:		
Model Numbers —	MK II	MK IV
Date Entering Service —	1/9701-2/1512	2/1010
Number Constructed —	620	587
Hull Data:		
Superstructure Points —	14	14
Damage Chart —	C	C
Size		
Length —	120 m	120 m
Width —	120 m	120 m
Height —	120 m	120 m
Weight —	48,080 mt	48,335 mt
Cargo		
Cargo Units —	100 SCU	100 SCU
Cargo Capacity —	5,000 mt	5,000 mt
Landing Capability —	None	None
Equipment Data:		
Control Computer Type —	M-1	M-1
Transporters —		
standard 6-person	3	3
combat 20-person	1	1
emergency 22-person	1	1
cargo	1	1
Other Data:		
Crew —	72	76
Pasengers —	20	20
Troops —	20	20
Shuttlecraft —	6	6
Engines And Power Data:		
Total Power Units Available —	27	30
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	FSLB	FSLB
Number —	2	2
Power Units Available —	12	12
Stress Charts —	L/P	L/P
Impulse Engine Type —	FIC-2	FIB-3
Power Units Available —	3	6
Weapons And Firing Data:		
Beam Weapon Type —	FH-2	FH-4
Number —	10 in 5 banks	10 in 5 banks
Firing Arcs —	2f, 4p, 4s	2f, 4p, 4s
Firing Chart —	H	N
Maximum Power —	3	3
Damage Modifiers —		
+2		(1 - 8)
+1	(1 - 10)	(9 - 14)
Shields Data:		
Deflector Shield Type —	FSD	FSF
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	8	12
Combat Efficiency:		
D —	69.0	79.0
WDF —	13	26.0

Notes:

The *Fenlon* is the only monitor class in Star Fleet. Because ships of the monitor type generally are used to patrol and maintain order over subjugated worlds, the UFP has little need for a vessel of this type, except near the borders. These ships patrol border systems and protect them from marauders and pirates.

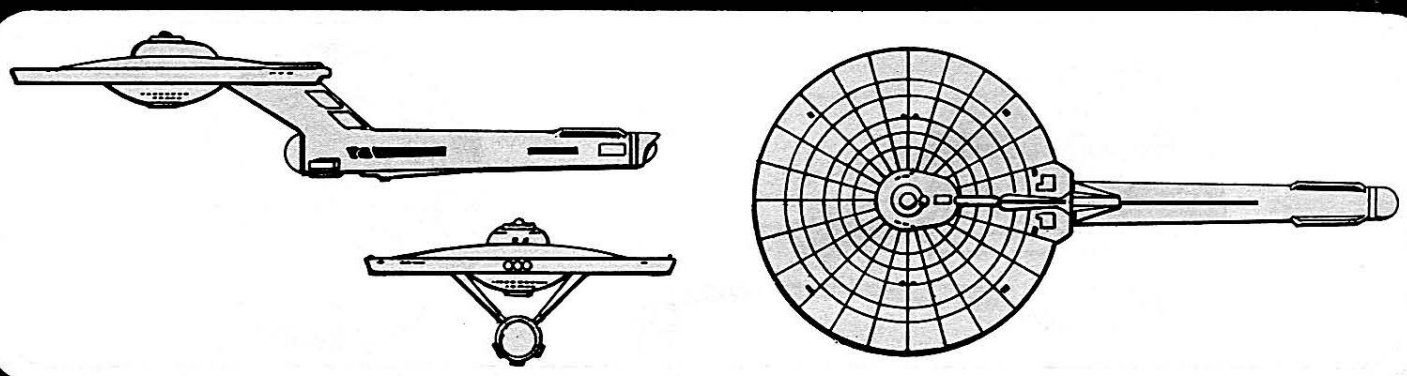
The spherical hull design is a drastic departure from normal Star Fleet designs. The engines are mounted centrally and are difficult to locate on a visual scan. The sub-light drive system is capable of moving the *Fenlons* at .9 warp for periods of up to 6 months. Of course, being stationed in-system or at a border outpost because their limited top speed limits their range, the monitors will seldom need this capability because they are always near their supply depots.

The *Fenlon* Class monitor is seldom found alone. Its primary function is to support the cutters that are operating in the area. It will act as a heavy support vessel when the cutters have encountered a ship that they cannot deal with alone. The *Fenlon,* with its 10 phasers, is an unwelcome sight to smugglers, pirates, and marauders.

Of the 876 *Fenlons* built, 334 Mk IIs and 130 Mk IVs remain in active service, with 110 Mk IIs and 42 Mk IVs in reserve fleets. One of each type is used by Star Fleet Training Command; 132 Mk IIs and 68 Mk IVs have been destroyed; 4 Mk IIs and 2 Mk IVs are listed as missing; 39 Mk IIs and 8 Mk IVs have been scrapped; and 4 Mk IIs and 1 Mk IV have been sold to private commercial concerns.

The *Fenlon* is produced at the Alpha Centauri shipyards at a rate of 2 per year.

Nelson Class VII Scout



Construction Data:			
Model Numbers —	MK I	MK II	MK V
Date Entering Service —	1/8804-2/0006	1/9702-2/1010	2/0806-2/1811
Number Constructed —	84	118	114
Hull Data:			
Superstructure Points —	10	11	12
Damage Chart —	C	C	C
Size			
Length —	263 m	263 m	263 m
Width —	127 m	127 m	127 m
Height —	61 m	61 m	61 m
Weight —	79,700 mt	80,600 mt	82,300 mt
Cargo			
Cargo Units —	45 SCU	45 SCU	45 SCU
Cargo Capacity —	2,250 mt	2,250 mt	2,250 mt
Landing Capability —	None	None	None
Equipment Data:			
Control Computer Type —	M-1	M-1	M-1
Transporters —			
standard 6-person	3	3	3
emergency 22-person	2	2	2
cargo	1	1	1
Other Data:			
Crew —	176	180	184
Passengers —	10	10	10
Shuttlecraft —	1	1	1
Engines And Power Data:			
Total Power Units Available —	18	20	26
Movement Point Ratio —	3/1	3/1	2/1
Warp Engine Type —	FWC-1	FWC-1	FWC-2
Number —	1	1	1
Power Units Available —	14	14	20
Stress Charts —	N/L	N/L	M/K
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 7
Emergency Speed —	Warp 10	Warp 10	Warp 9
Impulse Engine Type —	FIB-2	FIC-3	FIC-3
Power Units Available —	4	6	6
Weapons And Firing Data:			
Beam Weapon Type —	FL-3	FH-2	FH-7
Number —	2	2	2
Firing Arcs —	f	p/f/s	p/f/s
Firing Chart —	G	H	Q
Maximum Power —	2	3	4
Damage Modifiers —			
+2			(1 - 8)
+1	(1 - 4)	(1 - 10)	(9 - 14)
Shields Data:			
Deflector Shield Type —	FSG	FSF	FSH
Shield Point Ratio —	1/1	1/2	1/2
Maximum Shield Power —	10	10	13
Combat Efficiency:			
D —	37.3	49.8	73.2
WDF —	1.4	2.6	6.4

"The Great Awakening" was responsible for the addition of many ships to Star Fleet, not the least of which was the *Nelson* Class scout. This vessel shares many design features with the *Constitution* Class cruisers and the *Larson* Class destroyers, though it is not intended to act as a warship. The primary mission of the *Nelson* is to explore and map uncharted areas of space, to observe new civilizations and cultures, and, in some cases, to make initial contact. This has made the *Nelson* Class scout responsible for more contacts with alien cultures than any other vessel class in Star Fleet.

When introduced on Stardate 1/8804, the *Nelson* was the most modern vessel in the Galaxy Exploration Command; it would prove to be one of the finest ships of its day. It mounted the powerful FWC-1 warp engine and was capable of cruising at Warp 8 for up to two years at a time. The Mk I was not particulary maneuverable and relied on its emergency speed of Warp 10 to carry it to safety if it were attacked. Because of its mission, the Mk I mounted two forward-firing only, medium-power lasers, and the FSG shield generator, a single transducer system.

When phaser weapons were brought into the inventory, the Mk Is were refit as they returned from their missions. At this same time, the impulse engines were replaced with the FIC-3 system, increasing the power output by 10%. Experiences during the Four Years War dictated an upgrade to the FSF shield generator, its binary transducer giving the same protection at half the power expenditure. By Stardate 2/0006 all Mk Is had been refit to Mk IIs.

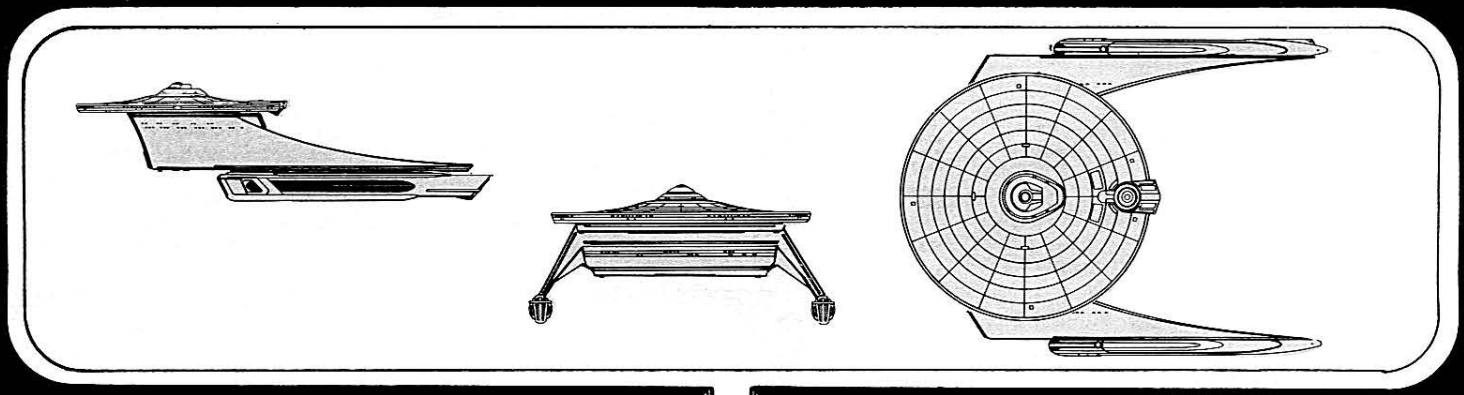
On Stardate 2/0801 Star Fleet passed down the order to refit the Mk II vessels to the Mk III by installing FWC-2 warp engines, FH-7 phasers, and FSH shield generators. The change in the main engines would increase the overall power output by 30% and the maneuverability by 50% at the expense of the cruising and emergency speeds. FSH shield generators were installed for more protection, and, as an added defensive element, FH-7 phasers replaced the FH-2s. On Stardate 2/0806 the first of the refit *Nelsons*, the *USS Sager*, was put into service. In all, 114 of the Mk IIIs would be commissioned before the introduction of the Mk V.

The Mk IV mounted the FIE-2 impulse drive system. Only two of this model, the *USS Moisanen* and *USS Manzer*, ever entered service. Prior to their completion, the Mk IV design was changed and all other vessels under construction were altered to conform to this change. The *Moisanen* and *Manzer* were refit to the Mk V model within two years after their entry into service.

The Mk V mounted the FH-8 phaser system and the FSN shield generators. A major change in the arrangement of the weapons was incorporated in the Mk V. The earlier models mounted two phasers with separate fire control systems, which meant that both could be fired independently but they required more space and operating personnel. In the Mk V, the phasers were put into a bank and a single phaser was added to cover the aft quadrant. The FH-8s, being more sophisticated and having a longer range, required the M-2 computer system. The FSN shield generators increased the shielding protection by 20%.

Of the 273 *Nelsons* built, 88 Mk Vs remain in active service, with 14 Mk IIs, 12 Mk IIIs, and 8 Mk Vs in reserve fleets. One Mk V is used by Star Fleet Training Command, and 32 Mk Is, 11 Mk IIs, 8 Mk IIIs, and 3 Mk Vs have been destroyed. Four Mk Is were captured by the Klingons during the Four Years War; 16 Mk Is, 6 Mk IIs, 2 Mk IIIs, and 1 Mk V have been listed as missing; 8 Mk Is, 10 Mk IIs, 22 Mk IIIs, and 9 Mk Vs have been scrapped; and 4 Mk Is, 4 Mk IIs, 8 Mk IIIs, and 2 Mk Vs have been sold to civilian commercial concerns.

Bader Class VIII Scout



***BADER* CLASS VIII SCOUT**

Construction Data:

Model Numbers —	MK I
Date Entering Service —	2/1208-2 2004
Number Constructed —	81

Hull Data:

Superstructure Points —	16
Damage Chart —	C
Size	
Length —	232 m
Width —	180 m
Height —	80 m
Weight —	109,920 mt
Cargo	
Cargo Units —	510 SCU
Cargo Capacity —	25,500 mt
Landing Capability —	None

Equipment Data:

Control Computer Type —	M-2
Transporters —	
standard 6-person	3
emergency 22-person	2
cargo - small	2
large	1

Other Data:

Crew —	160
Passengers —	30
Shuttlecraft —	4

Engines And Power Data:

Total Power Units Available —	30
Movement Point Ratio —	3/1
Warp Engine Type —	FWE-2
Number —	2
Power Units Available —	13
Stress Charts —	G/K
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 9
Impulse Engine Type —	FID-2
Power Units Available —	4

Weapons And Firing Data:

Beam Weapon Type —	FH-4
Number —	4 in 2 banks
Firing Arcs —	2f/p, 2f/s
Firing Chart —	Q
Maximum Power —	3
Damage Modifiers —	
+2	(1 – 8)
+1	(9 – 14)

Shields Data:

Deflector Shield Type —	FSH
Shield Point Ratio —	1/2
Maximum Shield Power —	12

Combat Efficiency:

D —	68.9
WDF —	10.2

Notes:

Shortly after the Organian Treaty had been imposed, Star Fleet began a buildup of its research ships. Contracts were let out for ships with limited combat ability and extensive research facilities. The most famous of those commissioned was the *Bader*. Although classified and armed as a scout because of its military role, it was in all respects a research vessel. The research facilities aboard the *Bader* were the most extensive of any on a Star Fleet vessel until the *Gagarin* Class research vessel entered service.

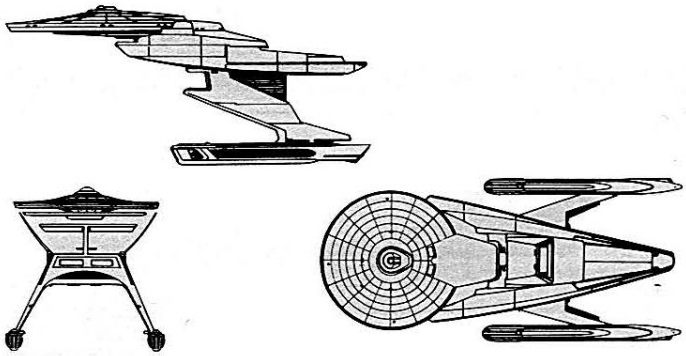
The *USS Bader, USS Clifton*, and *USS Tombaugh* are the research vessels awarded to the winner of the coveted Sagan Award for research contributing to the advancement of Federation science. Every year, each of the three research teams that win the award is given one of these vessels for two years, fully equipped to perform whatever studies and research the teams wish. This has made the *Bader* Class a popular and easily-recognized vessel throughout the scientific community.

In its military role, the *Bader* is not quite as exciting. The warp engines are not as efficient as those mounted on other scouts, and the vessels are not as maneuverable. Due to the displacement of the *Bader*, this deficiency cannot be corrected. Attempts have been made to increase the impulse drive power, but even this has not brought the performance level up to that of other scouts. Furthermore, compared to other scout vessels, the *Bader* is undergunned, mounting only 4 phasers. The *Bader* is the only modern scout that does not mount photon torpedo tubes. For these reasons, the *Bader* is not popular among the crews assigned to the borders of the other major powers.

Of the 164 *Baders* built, 117 Mk IIs and 15 Vs remain in active service, with 4 Mk IIs in reserve fleets. Five Mk Is, 6 Mk IIs, and 1 Mk V have been destroyed; 4 Mk Is and 2 Mk IIs are listed as missing; 2 Mk IIs have been scrapped; and 4 Mk Is and 2 Mk IIs have been sold to private commercial concerns.

The *Bader* is produced at the Sol V shipyards at a combined rate of 4 per year.

Keith Class VI Scout

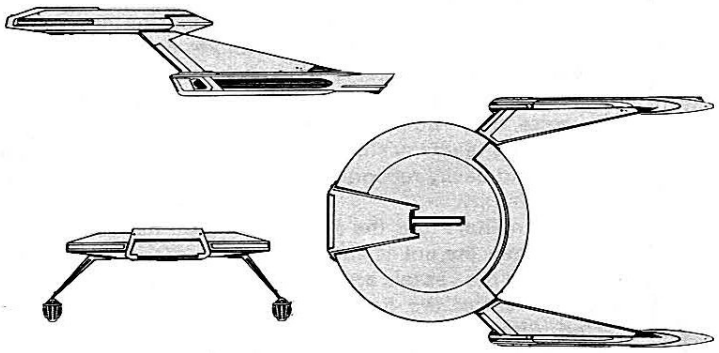


Construction Data:	
Model Numbers —	MK I
Date Entering Service —	2/0405-2/2001
Number Constructed —	172
Hull Data:	
Superstructure Points —	14
Damage Chart —	C
Size	
Length —	180 m
Width —	80 m
Height —	80 m
Weight —	61,595 mt
Cargo	
Cargo Units —	400 SCU
Cargo Capacity —	20,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	M-1
Transporters —	
standard 6-person	3
emergency 22-person	1
cargo - small	2
large	1
Other Data:	
Crew —	96
Troops —	20
Shuttlecraft —	2
Engines And Power Data:	
Total Power Units Available —	30
Movement Point Ratio —	2/1
Warp Engine Type —	FWB-2
Number —	2
Power Units Available —	14
Stress Charts —	M/O
Impulse Engine Type —	FIB-1
Power Units Available —	2
Weapons And Firing Data:	
Beam Weapon Type —	FH-6
Number —	4 in 2 banks
Firing Arcs —	2f/p, 2f/s
Firing Chart —	N
Maximum Power —	3
Damage Modifiers —	
+2	(1 – 7)
+1	(8 – 13)
Missile Weapon Type —	FP-2
Number —	1
Firing Arcs —	f
Firing Chart —	H
Power To Arm —	1
Damage —	6
Shields Data:	
Deflector Shield Type —	FSD
Shield Point Ratio —	1/2
Maximum Shield Power —	7
Combat Efficiency:	
D —	76.0
WDF —	11.2

Notes:

Of the 202 *Keith* Class scouts built, 54 Mk IIIs remain in active service, with 101 Mk Is in reserve fleets. One Mk III is used by Star Fleet Training Command; 16 Mk Is and 4 Mk IIIs have been destroyed; 8 Mk Is and 2 Mk IIIs are listed as missing (both Mk IIIs in the Triangle area); 12 Mk Is have been scrapped; and 4 Mk Is have been sold to civilian commercial concerns.

The *Keith* Class scouts are produced at the Salazaar and Proxima Centauri shipyards at a combined rate of 8 per year.



Ranger Class V-VI Scout

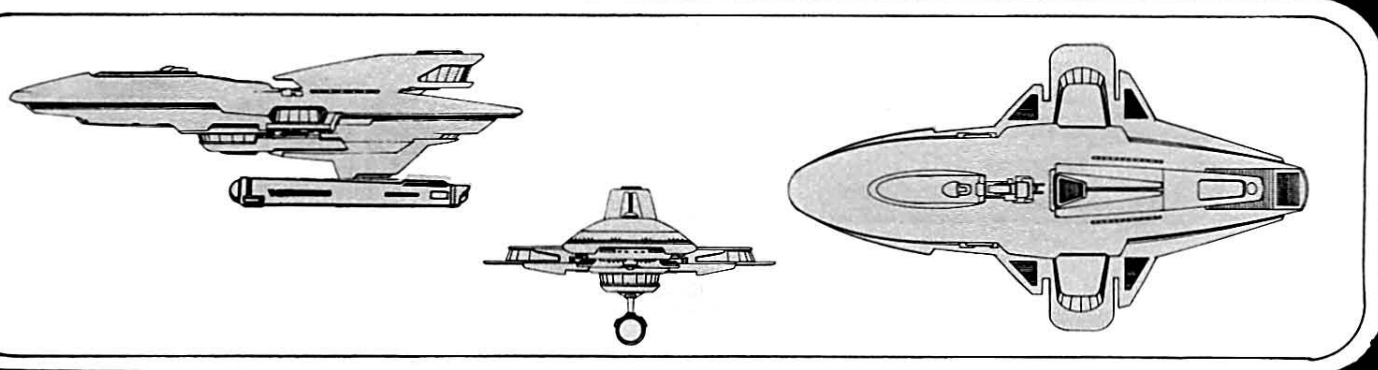
Construction Data:	
Model Numbers —	MK I
Date Entering Service —	2/1203
Number Constructed —	102
Hull Data:	
Superstructure Points —	10
Damage Chart —	C
Size	
Length —	87 m
Width —	57 m
Height —	21 m
Weight —	55,285 mt
Cargo	
Cargo Units —	20 SCU
Cargo Capacity —	1,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	M-1
Transporters —	
standard 6-person	2
emergency 22-person	1
Other Data:	
Crew —	73
Troops —	6
Shuttlecraft —	2
Engines And Power Data:	
Total Power Units Available —	32
Movement Point Ratio —	2/1
Warp Engine Type —	FWB-2
Number —	2
Power Units Available —	14
Stress Charts —	M/O
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 9
Impulse Engine Type —	FIB-2
Power Units Available —	4
Weapons And Firing Data:	
Beam Weapon Type —	FH-2
Number —	2
Firing Arcs —	p/f/s
Firing Chart —	H
Maximum Power —	3
Damage Modifiers —	
+2	
+1	(1 – 10)
Missile Weapon Type —	FP-3
Number —	2
Firing Arcs —	1f, 1a
Firing Chart —	D
Power To Arm —	1
Damage —	6
Shields Data:	
Deflector Shield Type —	FSF
Shield Point Ratio —	1/2
Maximum Shield Power —	12
Combat Efficiency:	
D —	74.3
WDF —	5.0

Notes:

Of the 159 *Rangers* built, 12 Mk Is, 31 Mk IIs, and 52 Mk IIIs remain in active service, with 2 Mk Is and 2 Mk IIs in reserve fleets. Two Mk IIs and 1 Mk III are used by Star Fleet Training Command; 26 Mk Is, 8 Mk IIs, and 1 Mk III have been destroyed; 2 Mk Is and 1 Mk II are listed as missing; 1 Mk I and 12 Mk IIs have been scrapped; and 6 Mk Is and 1 Mk II have been sold to civilian commercial concerns.

The *Ranger* is produced at the Sol IV and Morena facilities at a combined rate of 8 per year.

Cochrane Class VI Colonial Transport



Construction Data:		
Model Numbers —	MK I	MK II
Date Entering Service —	1/9010-2/0802	2/0311
Number Constructed —	206	162
Hull Data:		
Superstructure Points —	13	13
Damage Chart —	C	C
Size		
Length —	370 m	370 m
Width —	210 m	210 m
Height —	110 m	110 m
Weight —	61,415 mt	61,150 mt
Cargo		
Cargo Units —	4,800 SCU	4,800 SCU
Cargo Capacity —	240,000 mt	240,000 mt
Landing Capability —	None	None
Equipment Data:		
Control Computer Type —	L-13	L-13
Transporters —		
standard 6-person	10	10
emergency 22-person	8	8
cargo - small	8	8
large	4	4
Other Data:		
Crew —	36	38
Troops —	2,400	2,400
Shuttlecraft —	22	22
Engines And Power Data:		
Total Power Units Available —	10	10
Movement Point Ratio —		
unloaded	2/1	2/1
loaded	5/1	5/1
Warp Engine Type —	FWE-1	FWE-1
Number —	1	1
Power Units Available —	8	8
Stress Charts —	F/I	F/I
Maximum Safe Cruising Speed —		
unloaded	Warp 7	Warp 7
loaded	Warp 5	Warp 5
Emergency Speed —		
unloaded	Warp 9	Warp 9
loaded	Warp 6	Warp 6
Impulse Engine Type —	FIB-1	FIB-1
Power Units Available —	2	2
Weapons And Firing Data:		
Beam Weapon Type —	FL-1	FH-1
Number —	2	2
Firing Arcs —	2f/p/s	2f/p/s
Firing Chart —	D	F
Maximum Power —	2	2
Shields Data:		
Deflector Shield Type —	FSG	FSF
Shield Point Ratio —	1/1	1/2
Maximum Shield Power —	12	12
Combat Efficiency:		
D —		
unloaded	41.8	47.0
loaded	37.4	38.2
WDF —	.8	1.0

Notes:

The *Cochrane* Class ships are used by Star Fleet Colonial Operations Command to transport Federation colonists to new unexplored worlds. Each vessel has the capacity to carry up to 2,400 passengers and their necessities. These ships travel in large groups and are always escorted by the ships of Military Command.

When a new, undeveloped world has been charted and readied for colonization, *Cochranes* are prepared and colonists recruited. The number of ships used depends on the size of the world to be settled and the rate of development required by the UFP Council. The largest colonial convoy to date has been the Star's End settlement of Stardate 2/0310, in which 42 *Cochranes* were used. They carried over 100,000 colonists and were accompanied by freighters and transports carrying over 10,000,000 mt of supplies and building materials.

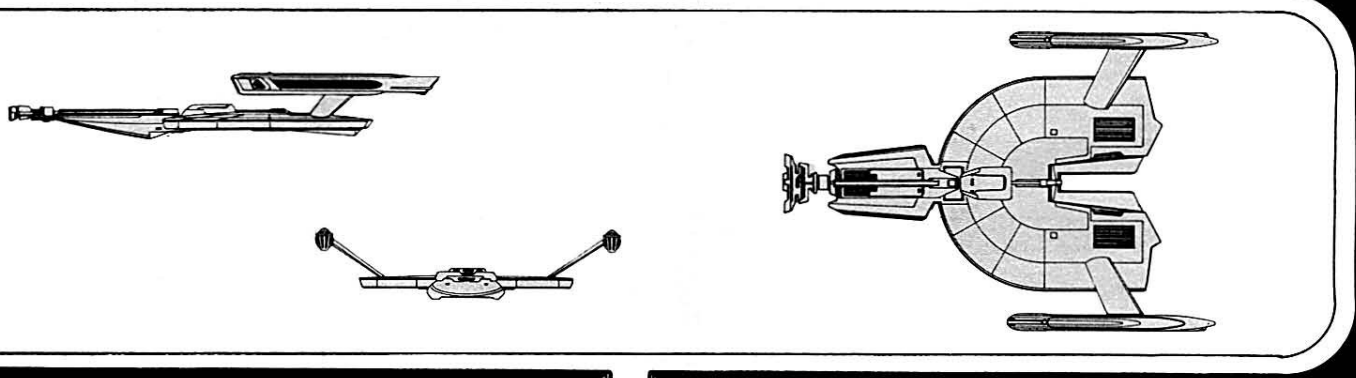
Cochranes are armed only as a protective measure. The weapons have never been used on any of these ships, largely because they are always accompanied by armed escorts.

On Stardate 2/0904, six *Cochranes* and their escorts disappeared while enroute to New Deimos. These vessels have never been found and are listed as missing. The colonial expedition consisted of 13,200 colonists and 1,250 Star Fleet officers and men. Many people have specualted that the Gorn were responsible, but no evidence has surfaced to bear this out.

Of the 308 *Cochranes* built, 120 Mk IIs remain in active service, with 58 Mk Is and 12 Mk IIs in reserve fleets ready to be recalled when the need arises. Of the remainder, 6 Mk Is and 2 Mk IIs have been destroyed; 6 Mk Is are listed as missing; 12 Mk Is and 2 Mk IIs have been scrapped; and 64 Mk Is and 26 Mk IIs have been sold to civilian commercial concerns.

The *Cochrane*, once actively produced at the Sol V facility, is no longer in production.

MoKal Class X Transport



Construction Data:

Model Numbers —	MK I
Date Entering Service —	2/0804
Number Constructed —	234

Hull Data:

Superstructure Points —	13
Damage Chart —	C
Size	
Length —	140 m
Width —	100 m
Height —	20 m
Weight —	145,200 mt
Cargo	
Cargo Units —	5,100 SCU
Cargo Capacity —	255,000 mt
Landing Capability —	None

Equipment Data:

Control Computer Type —	M-4
Transporters —	
standard 6-person	1

Other Data:

Crew —	28
Passengers —	6
Shuttlecraft —	4

Engines And Power Data:

Total Power Units Available —	44
Movement Point Ratio —	
unloaded	4/1
loaded	6/1
Warp Engine Type —	FWF-1
Number —	2
Power Units Available —	20
Stress Charts —	G/L
Maximum Safe Cruising Speed —	
unloaded	Warp 6
loaded	Warp 5
Emergency Speed —	
unloaded	Warp 8
loaded	Warp 6
Impulse Engine Type —	FID-2
Power Units Available —	4

Shields Data:

Deflector Shield Type —	FSB
Shield Point Ratio —	1/2
Maximum Shield Power —	4

Combat Efficiency:

D —	
unloaded	59.2
loaded	49.2
WDF —	0

Notes:

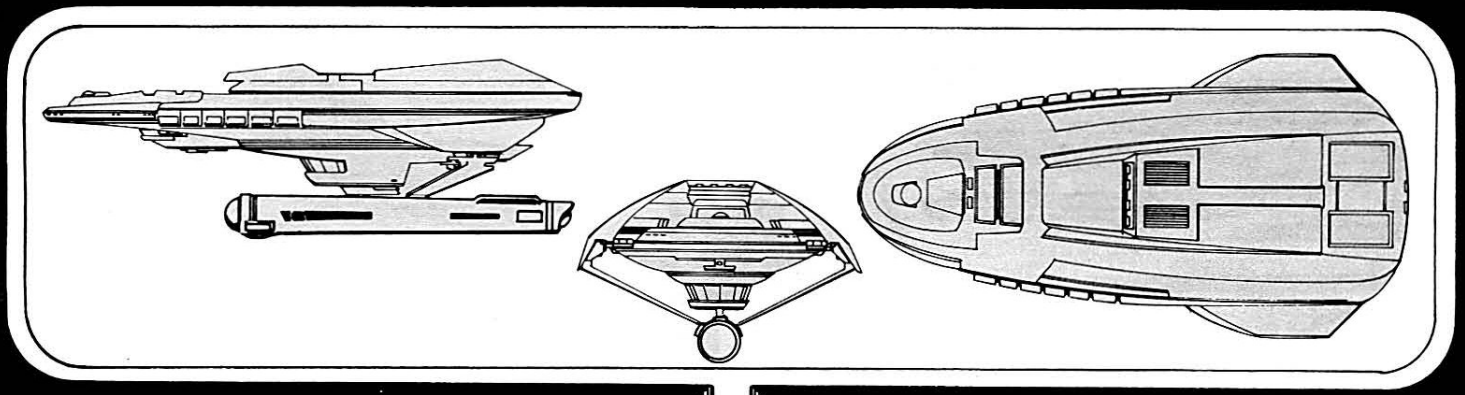
The *MoKal* Class, the oldest of all Star Fleet's transport vessels, is designed to push its cargo pods from behind. The *MoKal* is used by Star Fleet throughout Federation space, and is operated by civilian concerns in all of known space.

On Stardate 2/0804, the Mk I was commissioned into service; although it does not have the cargo capacity of later models, it is still in production because of its reliability and the need for moving cargoes in its particular tonnage range. The Mk I is used commercially by many corporations and transfer companies.

Of the 360 *MoKals* built, 178 Mk Is are in active service, with 6 Mk Is in reserve fleets. One Mk I and are used by Star Fleet Training Command; 21 Mk Is have been destroyed; 2 Mk Is are listed as missing; 20 Mk Is have been scrapped; and 6 Mk Is have been sold to civilian commercial concerns.

The *MoKal* is produced at the Sol V, Sol VI, and Morena facilities. The combined annual production rate is 18 of each model.

Aakenn Class VI Freighter



Construction Data:		
Model Numbers —	MK II	MK IV
Date Entering Service —	1/9610	2/0312
Number Constructed —	672	760
Hull Data:		
Superstructure Points —	10	10
Damage Chart —	C	C
Size		
Length —	190 m	190 m
Width —	100 m	100 m
Height —	60 m	60 m
Weight —	70,640 mt	71,010 mt
Cargo		
Cargo Units —	2,180 SCU	2,780 SCU
Cargo Capacity —	109,000 mt	139,000 mt
Landing Capability —	None	None
Equipment Data:		
Control Computer Type —	M-2	M-3
Transporters —		
standard 6-person	2	2
cargo - small	4	4
large	4	4
Other Data:		
Crew —	54	58
Passengers —	6	6
Shuttlecraft —	6	6
Engines And Power Data:		
Total Power Units Available —	13	19
Movement Point Ratio —		
unloaded	2/1	2/1
loaded	4/1	5/1
Warp Engine Type —	FWD-1	FWD-2
Number —	1	1
Power Units Available —	10	16
Stress Charts —	K/F	U/F
Maximum Safe Cruising Speed —		
unloaded	Warp 7	Warp 6
loaded	Warp 6	Warp 4
Emergency Speed —		
unloaded	Warp 9	Warp 8
loaded	Warp 7	Warp 6
Impulse Engine Type —	FIC-2	FIC-2
Power Units Available —	3	3
Weapons And Firing Data:		
Beam Weapon Type —	FL-3	FH-2
Number —	2	2
Firing Arcs —	1*f*/*p*/*s*, 1*a*/*p*/*s*	1*f*/*p*/*s*, 1*a*/*p*/*s*
Firing Chart —	G	H
Maximum Power —	2	3
Damage Modifiers —		
+1	(1 - 4)	(1 - 10)
Shields Data:		
Deflector Shield Type —	FSF	FSH
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	10	13
Combat Efficiency:		
D —		
unloaded	46.9	60.3
loaded	37.3	44.3
WDF —	1.4	2.6

Notes:

The *Aakenn* Class freighter entered service during the Four Years War, during which the class was used to move men and materiel to the front and supplies to the rear to keep the Federation's wartime production at high levels. Presently, this freighter is a common sight on the spacelanes, with thousands in commercial service. Star Fleet uses its more than 100,000 mt of capacity to move all sorts of materials to the outer reaches of the Federation; because the vessel is not landing-capable, all cargo must be containerized and beamed aboard using the vessel's 8 cargo transporters. As an added feature, the *Aakenn* has staterooms for up to 6 passengers; these small rooms, though not designed for luxurious travel, are reasonably comfortable.

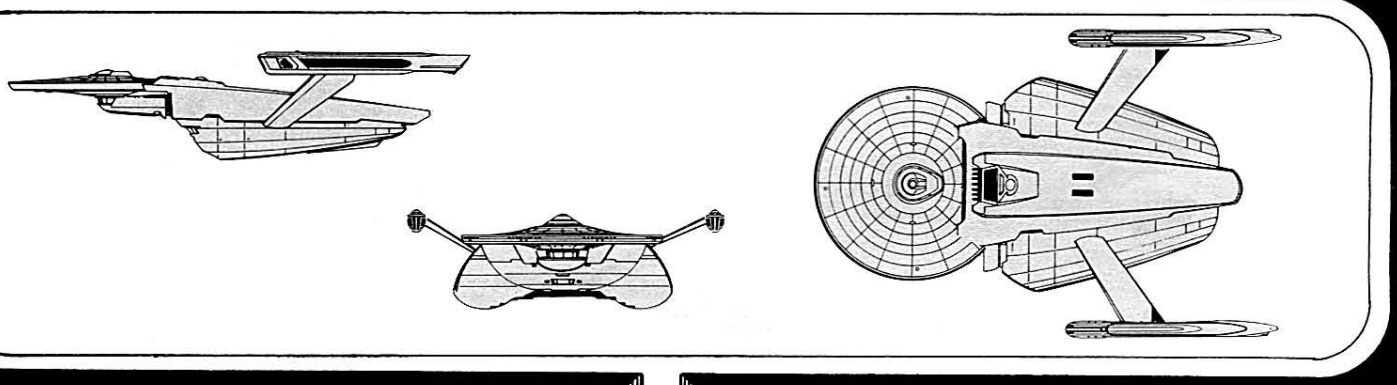
On Stardate 2/1309, the *USS Mundy*, was found adrift near Starbase 21. The vessel's onboard life support systems were operating, but there were no crewmembers aboard. The bridge area showed signs of a struggle, but nearly all computer files had been lost and there was no recorded data to reveal what had happened. The last entry in the Captain's Log, from about four months earlier, made no mention of any emergency or possible danger. When the cargo hold was breached, it was found to contain millions of live Tribbles, living on the food produced by a synthesizer that had somehow been left on.

The "Tribble Ship", as it came to be called, was taken into Starbase 21 where it was learned that it had been stolen two years earlier. This mystery remained unsolved until Stardate 2/2205, when two of its crewmembers were found in a nearby asteroid cluster, somehow having been missed when the search parties checked the area for survivors. They revealed that they had been boarded by a band of renegade Klingons, who, when they discovered that the cargo was Tribbles, became so infuriated that they killed the captain and officers and left the crewmen on the asteroid.

Of the 1432 *Aakenn* Class freighters built, 244 Mk IIs and 760 Mk IVs remain in active service and 12 Mk IIs are in reserve fleets. One Mk II and 4 Mk IVs are used by Star Fleet Training Command; 186 Mk IIs and 102 Mk IVs have been destroyed; 17 Mk IIs and 8 Mk IVs are listed as missing; 119 Mk IIs and 71 Mk IVs have been scrapped; and 93 Mk IIs and 32 Mk IVs have been sold to commercial enterprises.

The *Aakenn Mk IV* is manufactured at the Tellar, Proxima Centauri, and Cait facilities at a combined rate of 30 per year.

Liberty Class VII Freighter



Construction Data:

Model Numbers —	MK I
Date Entering Service —	1/8806
Number Constructed —	648

Hull Data:

Superstructure Points —	10
Damage Chart —	C
Size	
Length —	240 m
Width —	160 m
Height —	50 m
Weight —	98,585 mt
Cargo	
Cargo Units —	7,030 SCU
Cargo Capacity —	351,500 mt
Landing Capability —	None

Equipment Data:

Control Computer Type —	M-1
Transporters —	
standard 6-person	2
cargo - small	6
large	4

Other Data:

Crew —	70
Passengers —	20
Shuttlecraft —	8

Engines And Power Data:

Total Power Units Available —	22
Movement Point Ratio —	
unloaded	3/1
loaded	7/1
Warp Engine Type —	FWE-1
Number —	2
Power Units Available —	8
Stress Charts —	G/K
Maximum Safe Cruising Speed —	
unloaded	Warp 7
loaded	Warp 4
Emergency Speed —	
unloaded	Warp 9
loaded	Warp 5
Impulse Engine Type —	FIB-3
Power Units Available —	6

Weapons And Firing Data:

Beam Weapon Type —	FL-2
Number —	2
Firing Arcs —	1f/s, 1a/p
Firing Chart —	F
Maximum Power —	2
Damage Modifiers —	
+1	

Shields Data:

Deflector Shield Type —	FSG
Shield Point Ratio —	1/1
Maximum Shield Power —	10

Combat Efficiency:

D —	
unloaded	38.6
loaded	34.5
WDF —	1.2

Notes:

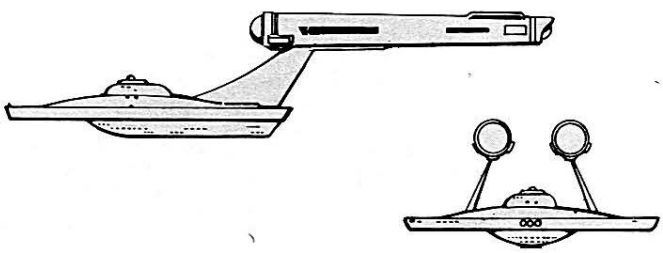
The *Liberty* Class freighters have been in the service of Star Fleet since Stardate 1/8806. For 35 years, these ships have plied the spacelanes, carring untold quantities of goods and materials to all corners of the Federation. More than any other ship, the *Liberty* Class ships symbolize the UFP's commercial advance into known space.

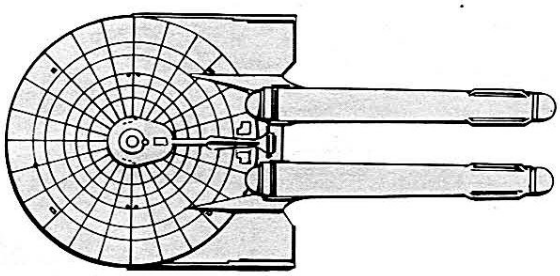
These freighters were used extensively during the Four Years War to carry supplies into forward areas. For such missions, they were armed to help in protecting the convoys from Klingon ambush, but their light weapons were of little use against the sophisticated weapons of the Klingons. On one occasion, a convoy made up of 20 *Liberties* was attacked by a small group of Klingon ships. They managed to drive off the Klingons, destroying one with a loss of only two vessels.

Of the 1260 *Liberty* Class freighters built, 161 Mk Is remain in active service, with 68 Mk Is in reserve fleets. 188 Mk Is have been destroyed; 24 Mk Is have been captured by the Klingons; 33 Mk Is and are listed as missing; 126 Mk Is have been scrapped; and 48 Mk Is have been sold.

Production of the Mk I was halted on Stardate 2/1203.

Derf Class Mk IX Tender





Construction Data:		
Model Numbers—	MK I	MK III
Date Entering Service—	1/9807	2/0403
Number Constructed—	180	396
Hull Data:		
Superstructure Points—	14	14
Damage Chart—	C	C
Size		
Length—	274 m	274 m
Width—	128 m	128 m
Height—	65 m	65 m
Weight—	126,860 mt	127,820 mt
Cargo		
Cargo Units—	350 SCU	350 SCU
Cargo Capacity—	17,500 mt	17,500 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	M-2	M-3
Transporters—		
standard 6-person	2	2
cargo	1	1
Other Data:		
Crew—	72	72
Passengers—		
Shuttlecraft—	7	7
Engines And Power Data:		
Total Power Units Available—	27	40
Movement Point Ratio—	3/1	2/1
Warp Engine Type—	FWD-1	FWD-2
Number—	2	2
Power Units Available—	12	18
Stress Charts—	L/G	M/G
Maximum Safe Cruising Speed—	Warp 7	Warp 6
Emergency Speed—	Warp 9	Warp 8
Impulse Engine Type—	FIC-2	FID-2
Power Units Available—	3	4
Weapons And Firing Data:		
Beam Weapon Type—	FH-4	FH-4
Number—	4 in 2 banks	4 in 2 banks
Firing Arcs—	2*f*/p, 2*f*/s	2*f*/p, 2*f*/s
Firing Chart—	Q	Q
Maximum Power—	3	3
Damage Modifiers—		
+2	(1 – 8)	(1 – 8)
+1	(9 – 14)	(9 – 14)
Shields Data:		
Deflector Shield Type—	FSH	FSH
Shield Point Ratio—	1/2	1/2
Maximum Shield Power—	12	12
Combat Efficiency:		
D—	64.0	92.0
WDF—	10.4	10.4

Notes:

The *Derf* Class tender has been operational in Star Fleet for more than 25 years. When it entered service on Stardate 1/9807, the *Derf* Class marked a new concept in navigational beacon repair. Before its introduction, marker buoys and navigational beacons had to be retrieved and returned to a repair facility to be serviced. *Derf* Class tenders eliminated this need because they carried repair facilities onboard.

When a *Derf* arrives at a malfunctioning beacon's location, a shuttle uses a tractor beam on the beacon and tows it into the lower hull, which is the tender's main repair facility. The beacon is then placed on an assembly line and repaired robotically. When the work is finished, the shuttle tows the beacon back into the spacelanes, and the *Derf* moves on.

Although the *Derf* is not designed as a fighting vessel, it is capable of aggressive defense. Most repair missions take place along the borders between the major powers, where the chances of encountering enemy ships is very high. Because of this high risk, the *Derf* is armed with medium-range phasers.

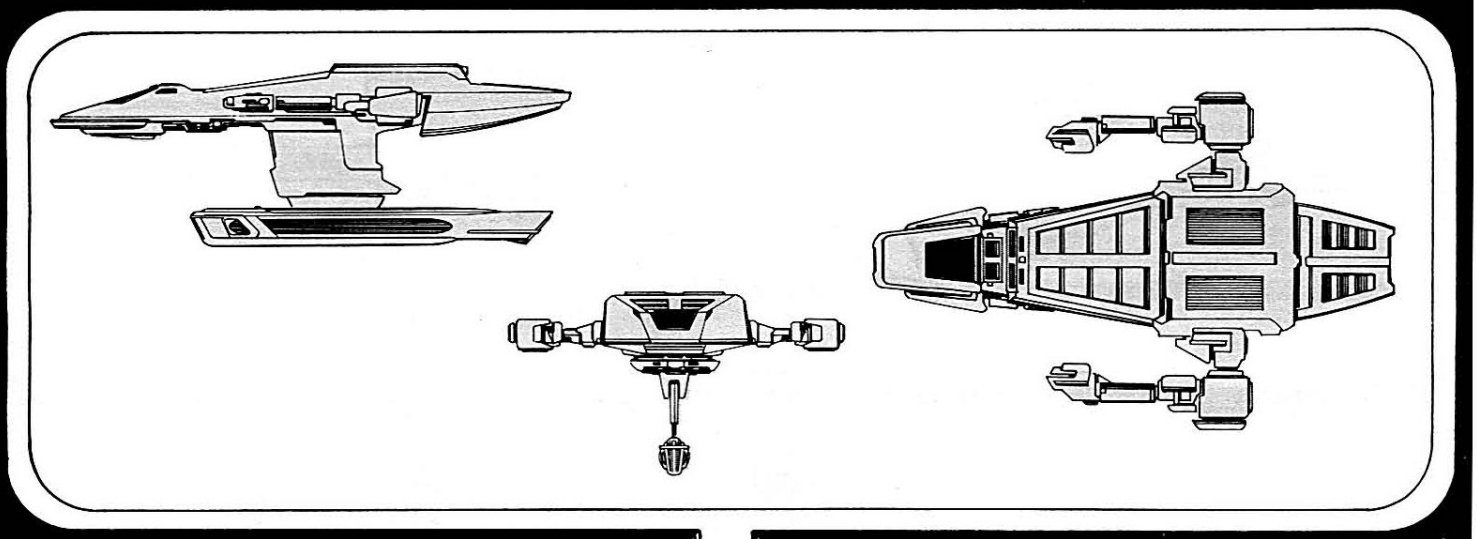
This protection does not prevent them from falling prey to enemy ships. On Stardate 2/0702, the *USS Acropolis* responded to signals from a malfunctioning marker buoy. As its shuttle neared the beacon, a Klingon warship appeared and opened fire before defensive action could be taken. The volley crippled the *Acropolis'* engines, and the tender was boarded and towed into Klingon territory.

Intelligence later discovered that the beacon had been planted by Klingon operatives to entrap the repair tender. It is theorized that the Klingons gained technical information concerning robotics and repair techniques that they lacked, but it is not known just what gain this action brought them in the overall situation. Some analysts believe that study of the robotic repair systems will make it possible for Klingons to alter the functioning of navigation beacons robotically, creating potential havoc in border spacelanes.

Of the 545 *Derfs* built, 16 Mk Is, 362 Mk IIIs, and 68 Mk IVs remain in active service, and 38 Mk Is and 17 Mk IIIs are in reserve fleets. Two Mk Is and 2 Mk IIIs are used by Star Fleet Training Command; 12 Mk Is, 8 Mk IIIs, and 1 Mk IV have been destroyed; 1 Mk III has been captured by the Klingons; 1 Mk I and 3 Mk IIIs are listed as missing; 4 Mk Is, 4 Mk IIIs, and 2 Mk IVs have been scrapped; and 2 Mk Is have been sold to the private sector.

The *Derf* Class is built at Merak. The rate of production is 4 per year.

Cle Dan Class VI Repair Tender



Construction Data:	
Model Numbers —	MK I
Date Entering Service —	2/1110
Number Constructed —	160
Hull Data:	
Superstructure Points —	7
Damage Chart —	B
Size	
Length —	100 m
Width —	65 m
Height —	35 m
Weight —	73,795 mt
Cargo	
Cargo Units —	400 SCU
Cargo Capacity —	20,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	M-1
Transporters —	
standard 6-person	1
cargo - small	1
large	1
Other Data:	
Crew —	24
Shuttlecraft —	4
Engines And Power Data:	
Total Power Units Available —	23
Movement Point Ratio —	2/1
Warp Engine Type —	FWC-2
Number —	1
Power Units Available —	20
Stress Charts —	M/K
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 9
Impulse Engine Type —	FIC-2
Power Units Available —	3
Shields Data:	
Deflector Shield Type —	FSB
Shield Point Ratio —	1/2
Maximum Shield Power —	6
Combat Efficiency:	
D —	52.0
WDF —	0

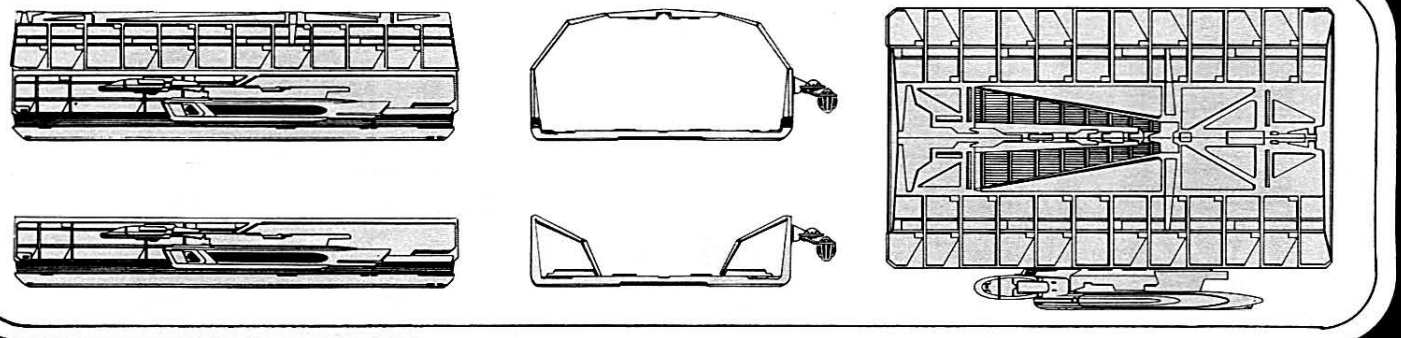
Notes:

The *Cle Dan* Class repair tender was designed to travel in the forward units of Star Fleet and give battlegroups a rapid repair capability. These tenders are able to repair minor damage, but, if the parts are available, they can even repair and replace warp engines. *Cle Dan* Class tenders frequently operate further forward than the *Pearl* Class mobile repair facilities, but they also are commonly found working alongside the latter. *Cle Dan* Class tenders come under the command of the OIC of Fleet Repairs, usually stationed in a *Pearl* Class facility. In extreme emergencies, however, the OIC has taken command on a *Cle Dan* itself, if the repair job is a critical one and his presence is needed at a remote location.

The repair tender uses two very large retractable arms to manipulate large parts into position. These arms can be remote-controlled from within the main hull, or they can be operated from a small station located near the end of the arm. In addition to the manipulator arms, the tenders also carry four work shuttles.

The *Cle Dan* Class is produced at the Sol III and Salazaar facilities at a rate of four per year. Of the 160 *Cle Dans* built, 136 remain in active service; 2 are used by Star Fleet Training Command; 14 have been destroyed; 1 has been captured by the Romulans; 2 are listed as missing; and 3 have been scrapped; and 2 have been sold to commercial concerns, 1 of which operates in the Triangle.

Pearl Class VII Mobile Repair Facility



Construction Data:

Model Numbers —	MK I
Date Entering Service —	2/1212
Number Constructed —	140
Hull Data:	
Superstructure Points —	12
Damage Chart —	B
Size	
Length —	360 m
Width —	200 m
Height —	85 m
Weight —	79,445 mt
Cargo	
Cargo Units —	700 SCU
Cargo Capacity —	35,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	L-14
Transporters —	
standard 6-person	2
emergency 22-person	2
cargo - small	2
large	2
Other Data:	
Crew —	220
Passengers —	140
Shuttlecraft —	18
Engines And Power Data:	
Total Power Units Available —	16
Movement Point Ratio —	3/1
Warp Engine Type —	FWD-1
Number —	1
Power Units Available —	10
Stress Charts —	K/F
Maximum Safe Cruising Speed —	Warp 6
Emergency Speed —	Warp 8
Impulse Engine Type —	FIC-3
Power Units Available —	6
Shields Data:	
Deflector Shield Type —	FSB
Shield Point Ratio —	1/2
Maximum Shield Power —	5
Combat Efficiency:	
D —	40.2
WDF —	0

Notes:

The first *Pearl* Class mobile repair facility was commissioned on Stardate 2/1212 to replace the *Newport News* Class facility, which was not capable of rapid deployment or housing larger ships. Unlike the older facility, the *Pearl* facility was designed to travel under its own power at Warp 6 and has enough internal bay capacity to hold no fewer than two of the *Constitution* Class cruisers. This makes it an asset in forward military operations.

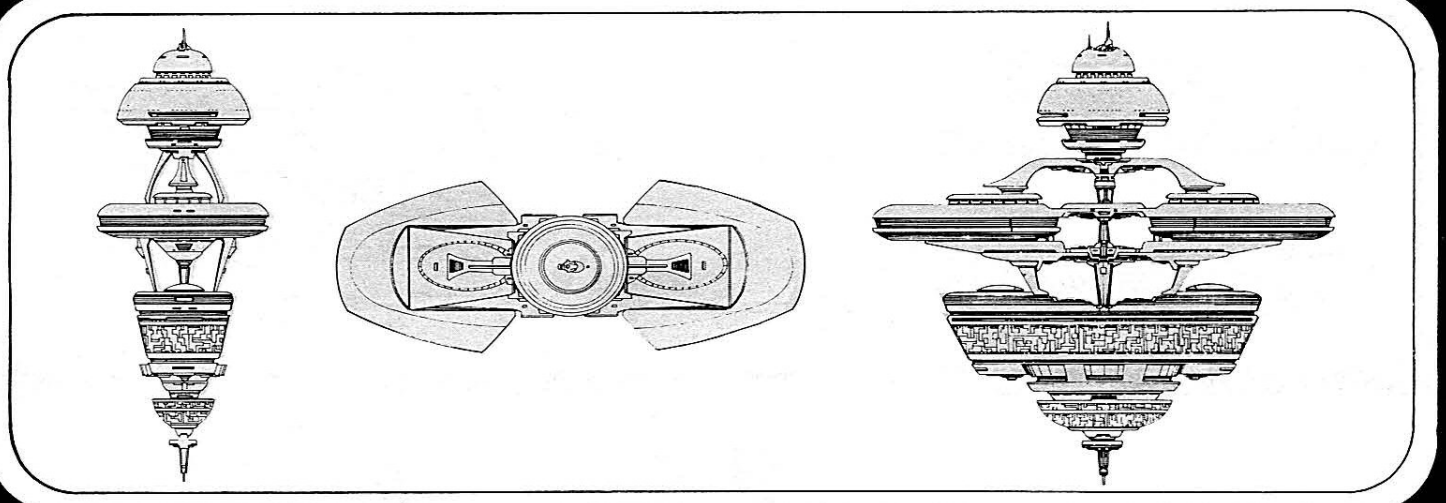
Pearl repair facilities are an integral part of all Star Fleets and accompany them at all times. They are the lifeline of the fleet during combat, for they keep all ships operational. This ability was used to advantage and was decisive in the Four Years War, in which *Newport News* facilities were towed close to the front. Once in position there, they were able to keep the ships of Star Fleet in constant repair, whereas the Klingons possessed no such facility until after the war. Nevertheless, the Klingons actually launched the first truly mobile repair facility, the *S-8,* on Stardate 2/1208; it was this model that inspired the *Pearl* Class.

The repair facility has the ability to actually manufacture almost all components needed to keep the warships in repair. With limited onboard space, the repair facilities are always accompanied by several freighters carrying the spare parts needed. When in operation, a *Pearl* Class facility is surrounded by its compliment of worker bees and manned pods, giving it an appearance reminiscent of a Terran beehive.

Of the 140 mobile repair facilities built, 124 remain in active service, 2 are in reserve fleets, 4 are used by Star Fleet Training Command, 6 have been destroyed, 1 is listed as missing, 2 have been scrapped, and 1 has been sold to a commercial concern.

Pearl Class facilities generally are produced at Morena, though some actually have been built by other *Pearl* Class facilities. The production rate for this facility is three per year.

Alamo Class Defense Outpost

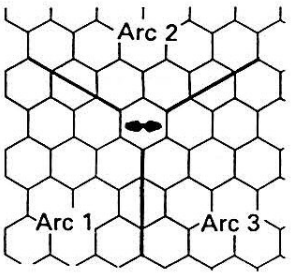


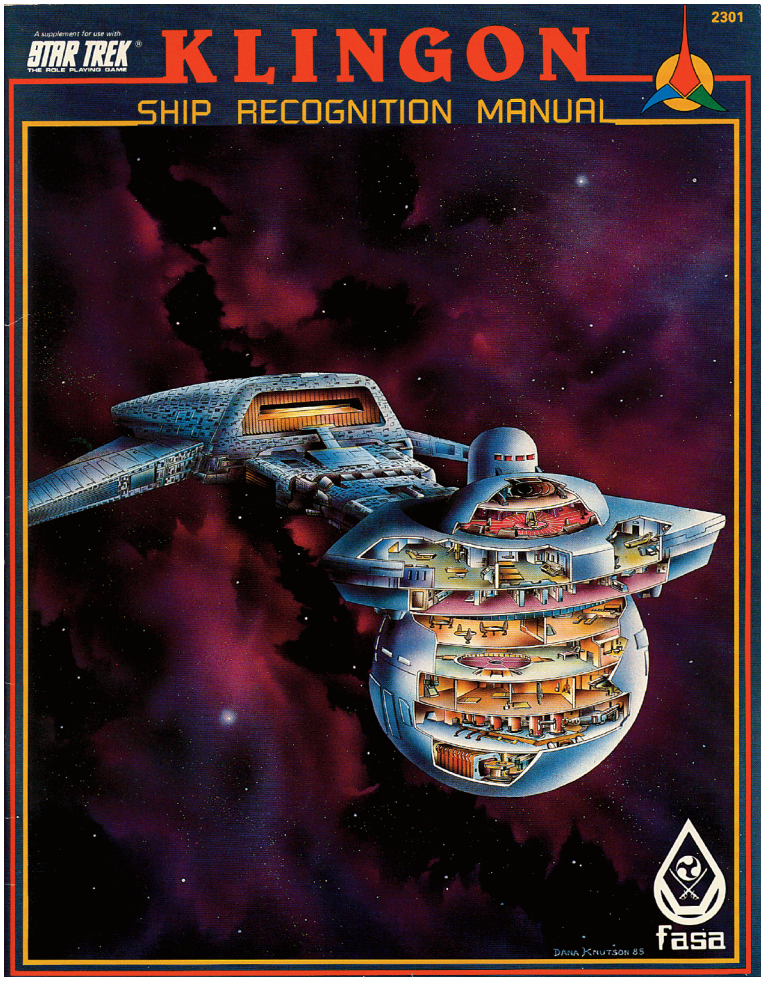
Construction Data:		
Model Numbers —	MK III	MK IV
Date Entering Service —	2/0811	2/1212
Number Constructed —	161	126
Hull Data:		
Superstructure Points —	64	72
Damage Chart —	C	C
Size		
Length —	560 m	560 m
Width —	195 m	195 m
Height —	510 m	510 m
Weight —	2,200,000 mt	2,500,000 mt
Cargo		
Cargo Units —	2,800 SCU	3,000 SCU
Cargo Capacity —	140,000 mt	150,000 mt
Landing Capability —	None	None
Equipment Data:		
Control Computer Type —	M-7	M-7
Transporters —		
standard 6-person	8	8
emergency 22-person	4	4
cargo - small	4	4
large	2	2
Other Data:		
Crew —	410	460
Passengers —	280	300
Shuttlecraft —	30	30
Engines And Power Data:		
Total Power Units Available —	179	204
Movement Point Ratio —	10/1	10/1
Warp Engine Type —	FMAPG-2	FMAPG-3
Number —	1	1
Power Units Available —	155	180
Impulse Engine Type —	FIPG-2	FIPG-2
Power Units Available —	24	24
Weapons And Firing Data:		
Beam Weapon Type —	FH-3	FH-9
Number —	12	18
Firing Arcs —	4/arc	6/arc
Firing Chart —	W	X
Maximum Power —	5	6
Damage Modifiers —		
+3	(1 – 10)	
+2	(11 – 17)	(1 – 12)
+1	(18 – 20)	(13 – 22)
Missile Weapon Type —	FP-1	FP-4
Number —	6	6
Firing Arcs —	2/arc	2/arc
Firing Chart —	L	S
Power To Arm —	1	1
Damage —	10	20
Shields Data:		
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	16	16
Combat Efficiency:		
D —	151.3	210
WDF —	111	198

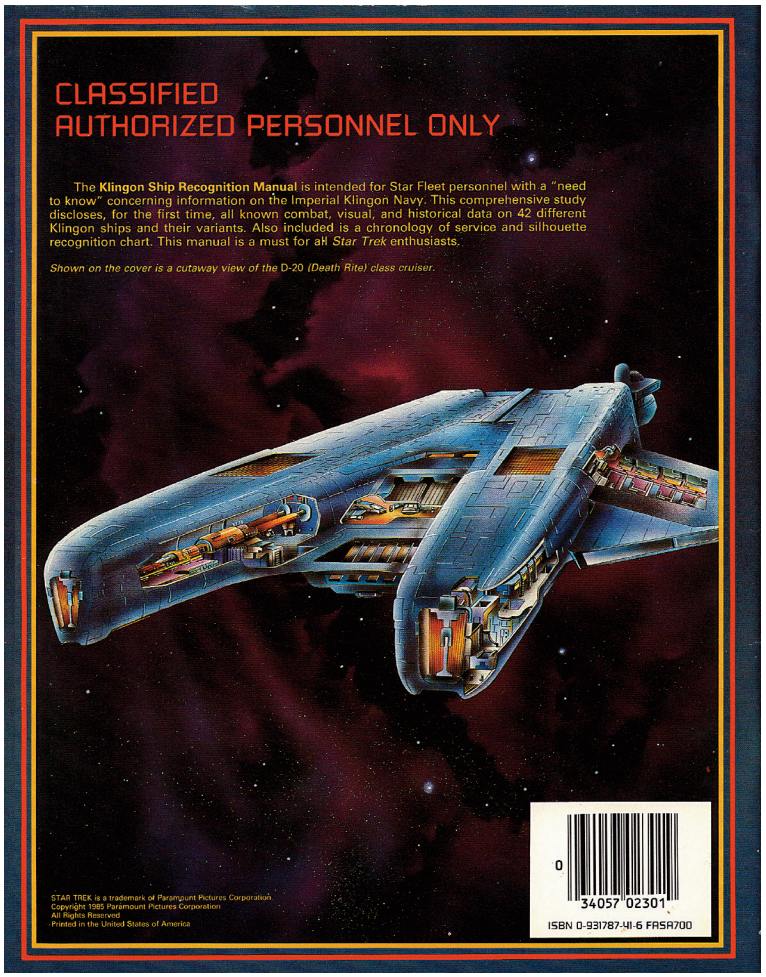
Notes:

The *Alamo* Class defense outpost was first placed on location on Stardate 2/0811. Since that time, 287 of these units have been positioned, usually in orbits around whatever planets are vital, serving as a defensive ring or wall. *Alamo* Class outposts, capable of withstanding a tremendous amount of punishment while delivering powerful offensive blows, are the best deterrent to Klingon aggression.

Alamo Class defense outposts are built on location. They can be moved by several specially-designed *Samson* Class tugs.






CLASSIFIED
AUTHORIZED PERSONNEL ONLY
The **Klingon Ship Recognition Manual** is intended for Star Fleet personnel with a "need to know" concerning information on the Imperial Klingon Navy. This comprehensive study discloses, for the first time, all known combat, visual, and historical data on 42 different Klingon ships and their variants. Also included is a chronology of service and silhouette recognition chart. This manual is a must for all *Star Trek* enthusiasts.
Shown on the cover is a cutaway view of the D-20 (Death Rite) class cruiser.
STAR TREK is a trademark of Paramount Pictures Corporation
Copyright 1985 Paramount Pictures Corporation
All Rights Reserved
Printed in the United States of America
0 34057 02301
ISBN 0-931787-41-6 FASA700

COMBAT VESSELS

Assault Ships

T-3 (Mover) 30
T-5 (Throne Seeker) 30

Battleships

L-13 (Fat Man) 31

Cruisers

D-7 (Various names) 32
D-4 (Predator) 34
D-9 (Seeker) 35
D-10 (Riskadh) 36
D-20 (Death Rite) 38

Destroyers

D-2 (Stingtongue) 39
D-11 (One Wing) 40
D-16 (Swiftwind) 41
D-18 (Gull) 42

Escorts

K-23 (Little Killer) 44
K-24 (Winner) 46

Frigates

L-6 (Defender) 47

Gunboats

K-3 (Kalath) 48
K-5 (Watcher) 48
K-4 (Enforcer) 49
K-6 (Administrator) 50

Scouts

K-14 (Pathmaker) 51
K-17 (Deathstalker) 51
K-15 (Unseen Creeper) 52

Monitors

K-30 (Luckless) 53
K-32 (Strong Victor) 54

SUPPORT VESSELS

Freighters

G-3 (Baka Re') 55
G-8 (Traders Game) 55

Transports

G-5 (Tugboat) 56

Warpshuttles

W-2 (Koreba) 56
W-4 (Speedster) 57

REPAIR VESSELS AND FACILITIES

Tenders

S-4 (Mender) 57
S-5 (Healer) 58

Mobile Repair Facilities

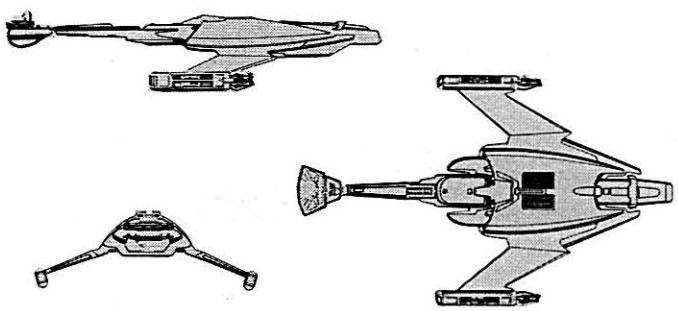
S-8 (Murph) 59

ORBITAL AND DEEP SPACE STATIONS

Defense Outposts

Z-4 (Deathgame) 60

T–3 (Mover) CLASS VI ASSAULT SHIP

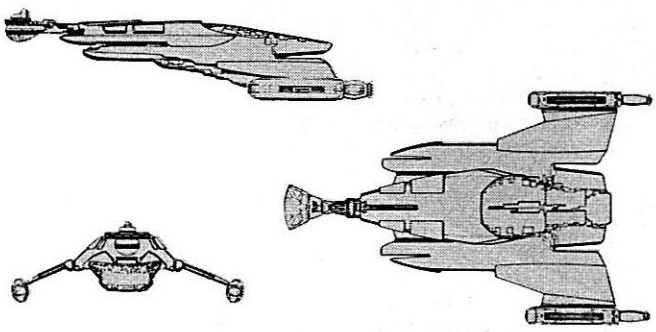


Construction Data:	
Model Numbers—	A
Date Entering Service—	1/9009
Number Constructed—	480
Hull Data:	
Superstructure Points—	10
Damage Chart—	B
Size	
Length—	250 m
Width—	150 m
Height—	50 m
Weight—	73,800 mt
Cargo	
Cargo Units—	1,000 SCU
Cargo Capacity—	50,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	ZD-5
Transporters—	
standard 6-person	6
combat 22-person	6
emergency 18-person	2
cargo	6
Other Data:	
Crew—	62
Troops—	800
Shuttlecraft—	6
Engines And Power Data:	
Total Power Units Available—	30
Movement Point Ratio—	3/1
Warp Engine Type—	KWC-1
Number—	2
Power Units Available—	14
Stress Charts—	L/O
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 8
Impulse Engine Type—	KIB-2
Power Units Available—	2
Weapons And Firing Data:	
Beam Weapon Type—	KD-1
Number—	8
Firing Arcs—	6 f/p's, 2a
Firing Chart—	B
Maximum Power—	4
Damage Modifiers—	None
Shields Data:	
Deflector Shield Type—	KSC
Shield Point Ratio—	1/1
Maximum Shield Power—	9
Combat Efficiency:	
D/WDF—	41.3/5.6

Notes:
Known Sphere Of Operation: Conflict Zones
Data Reliability: B
Major Data Source: Klingon Sector Intelligence

The *T-3* is no longer in production. Of the 480 built, 286 remain in active service, 24 are in reserve fleets, 112 have been destroyed, 5 have been scrapped, and 53 have been sold to the civil sector.

The class is named from the Klingon *d'aka*, an obvious reference to its function.



Notes:
Known Sphere Of Operation: Conflict Zones
Data Reliability: B
Major Data Source: Klingon Sector Intelligence

The *T-5* is capable of beaming down 292 troops, 8 light support vehicles and 2 tanks every 2 minutes. In less than 10 minutes, 1400 troops, 32 light support vehicles, and 8 tanks can be placed on the ground ready to attack.

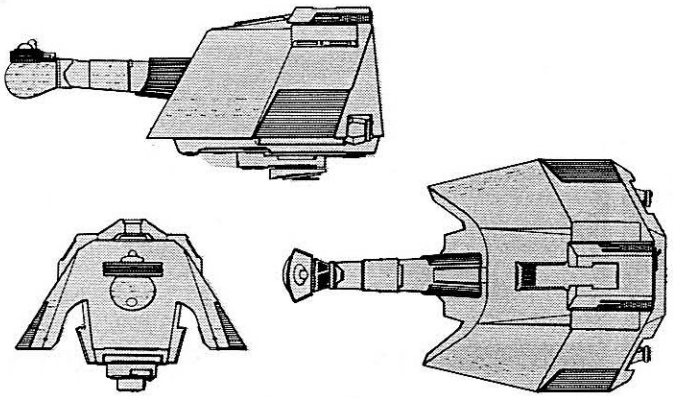
Of the 343 built, 21 *T-5As* and 253 *T-5Bs* remain in active service. Four *T-5s* are in reserve fleets, and 47 have been destroyed. Fourteen *T-5As* and four *T-5Bs* have been sold to the civil sector. 120 *A* models have been converted to *B* models.

T-5s, named from the Klingon *mas to gal,* are being manufactured at Fonawl and Mustaka, where 14 per year of the combined types are produced.

T–5 (Throne Seeker) CLASS VII ASSAULT SHIP

Construction Data:		
Model Numbers—	A	B
Date Entering Service—	2/0310-2/2105	2/1211
Number Constructed—	210	133
Hull Data:		
Superstructure Points—	10	12
Damage Chart—	C	C
Size		
Length—	270 m	270 m
Width—	165 m	165 m
Height—	60 m	60 m
Weight—	83,700 mt	88,200 mt
Cargo		
Cargo Units—	1,200 SCU	1,200 SCU
Cargo Capacity—	60,000 mt	60,000 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	ZD-5	ZD-5
Transporters—		
standard 6-person	6	6
combat 22-person	10	10
emergency 18-person	2	2
cargo, small	8	8
cargo, large	2	2
Other Data:		
Crew—	74	76
Troops—	1,400	1,400
Shuttlecraft—	15	15
Engines And Power Data:		
Total Power Units Available—	38	40
Movement Point Ratio—	4/1	4/1
Warp Engine Type—	KWD-1	KWD-1
Number—	2	2
Power Units Available—	18	18
Stress Charts—	L/N	L/N
Maximum Safe Cruising Speed—	Warp 6	Warp 6
Emergency Speed—	Warp 8	Warp 8
Impulse Engine Type—	KIB-2	KID-1
Power Units Available—	2	4
Weapons And Firing Data:		
Beam Weapon Type—	KD-1	KD-11
Number—	6	6
Firing Arcs—	2f, 1p, 1s, 2a	2f, 1p, 1s, 2a
Firing Chart—	B	F
Maximum Power—	4	5
Damage Modifiers—	None	
+2		(1 – 4)
+1		(5 – 8)
Shields Data:		
Deflector Shield Type—	KSJ	KSG
Shield Point Ratio—	2/3	1/2
Maximum Shield Power—	13	10
Combat Efficiency:		
D/WDF—	53.3/4.2	61.2/10.2

L–13 (Fat Man) CLASS IX - XI BATTLESHIP



Construction Data:

Model Numbers —	A
Ship Class —	IX
Date Entering Service —	2/1306
Number Constructed —	8

Hull Data:

Superstructure Points —	30
Damage Chart —	C
Size	
Length —	242 m
Width —	147 m
Height —	110 m
Weight —	123,300 mt
Cargo	
Cargo Units —	240 SCU
Cargo Capacity —	12,000 mt
Landing Capability —	None

Equipment Data:

Control Computer Type —	ZD-7
Transporters —	
standard 6-person	4
combat 22-person	8
emergency 18-person	2
cargo	2
Cloaking Device Type —	
Power Requirement —	

Other Data:

Crew —	1,048
Troops —	392
Shuttlecraft —	12

Engines And Power Data:

Total Power Units Available —	41
Movement Point Ratio —	6/1
Warp Engine Type —	KWD-2
Number —	2
Power Units Available —	12
Stress Charts —	L/N
Maximum Safe Cruising Speed —	Warp 4
Emergency Speed —	Warp 6
Impulse Engine Type —	KIF-1
Power Units Available —	17

Weapons And Firing Data:

Beam Weapon Type —	KD-8
Number —	4 in 2 banks of 2
Firing Arcs —	2f p, 2f s
Firing Chart —	U
Maximum Power —	7
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 20)
Beam Weapon Type —	KD-7
Number —	3
Firing Arcs —	2f, 1a
Firing Chart —	L
Maximum Power —	7
Damage Modifiers —	
+3	
+2	(1 – 6)
+1	(7 – 12)
Beam Weapon Type —	KD-10
Number —	4
Firing Arcs —	1p a, 2a, 1s a
Firing Chart —	C
Maximum Power —	3
Damage Modifiers —	+1 (1 – 6)
Missile Weapon Type —	
Number —	
Firing Arcs —	
Firing Chart —	
Power To Arm —	
Damage —	

Shields Data:

Deflector Shield Type —	KSH
Shield Point Ratio —	1/3
Maximum Shield Power —	11

Combat Efficiency:

D/WDF —	86.3/38.6

Notes:

Known Sphere Of Operation:
Federation and Romulan Borders
Data Reliability: C
Major Data Source: Klingon Sector Intelligence

The *L-13* was the first attempt by Klingon ship designers to construct a battleship. After the completion of four ships, with four more in various stages of production, it was discovered that the vessels were no better in combat than some of the existing cruisers and frigates.

On Stardate 2/1502, the first successful modification was commissioned, with the *L-13C* models superior in every respect. Their warp capabilities increased by 50%, allowing them to travel at Warp 6. The KWE-2 gave them more efficient power for manuevering and additional power for the weapons systems. The old KD-7 and KD-10 disruptors were replaced with the more effective KD-9, and the shields were improved and superstructure strengthened.

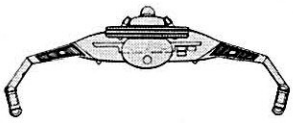
As the Federation and Romulans continued to upgrade their vessels, the Klingons did likewise. The *L-13D,* introduced on Stardate 2/2009 with the commissioning of two vessels, is equipped with the KWE-3 warp engine and KIF-2 impulse drive, highly efficient engines that give the ships even more power for maneuvering and weapons. Though the disruptor arrangement remains the same as the *C* model, the KP-6 torpedo has been added in both the fore and aft positions. This model also mounts more efficient shields and has an increased superstructure strength. The KCD cloaking device is reported to have been mounted on two of the four ships produced to date.

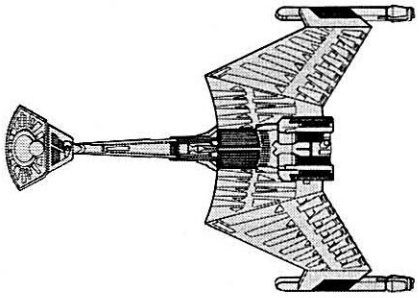
On Stardate 2/1403, an *L-13A* escorted by six *D-11Ds* attacked a group of Romulan ships near the Triangle. The Romulan force consisted of a Type 1 *V-6 (Gallant Wing)* class cruiser and three Type 7 *T-2 (Death Talon)* class destroyers. The Klingon commander, confident with his new ship, pressed the attack, only to find the Romulan cruiser his equal. After several exchanges of fire, the Klingon force had suffered the loss of 3 *D-11s,* and serious damage, had been done to the *L-13.* The Romulan cruiser had received moderate damage and one destroyer had been eliminated. The Klingons, fearing the loss of the battleship, began to withdraw from the battle. The Romulan commander decided to counterattack the retreating Klingons. The huge battleship still had plenty of fight left and was able to disable another of the Romulan destroyers. At this point, both sides disengaged; the Klingon ships withdrew to Klingon space while the Romulan commander returned to the area of the battle and salvaged what he could of his ships, taking in tow a disabled *D-11.* This skirmish proved to the Klingon Imperial Command that the *L-13* needed improvements. The *B* model was not successful during its tests and was therefore never put into production.

Of the 21 *L-13s* built, 20 remain in active service, and one *A* model is missing and presumed lost. The facilities for constructing the *L- 13* are located at Taamar and are estimated to produce up to two per year.

The class, named for the Klingon *k'el ri'anda,* translates to "the dangerous fat man". The brunt of many jokes about being more dangerous to their Klingon crews than the enemy, the *L-13* is known to Star Fleet officers as "the fat man" and as "the turtle".

D–7 (Various Names) CLASS VII - IX CRUISER





Construction Data:					
Model Numbers—	A	C	G	M	R
Ship Class—	VIII	VII	VIII	IX	IX
Date Entering Service—	1/8611	1/9809-2/2004	2/1012-2/1511	2/1105	2/1203
Number Constructed—	1671	162	16	1244	32
Hull Data:					
Superstructure Points—	20	18	20	20	20
Damage Chart—	C	C	C	C	C
Size					
Length—	216 m	216 m	218 m	221 m	218 m
Width—	152 m	152 m	152 m	156 m	152 m
Height—	55 m	55 m	55 m	62 m	55 m
Weight—	100,300 mt	89,000 mt	100,400 mt	135,000 mt	134,900 mt
Cargo					
Cargo Units—	120 SCU	120 SCU	100 SCU	120 SCU	80 SCU
Cargo Capacity—	6,000 mt	6,000 mt	5,000 mt	6,000 mt	4,000 mt
Landing Capability—	None	None	None	None	None
Equipment Data:					
Control Computer Type—	ZD-5	ZD-5	ZD-5	ZD-6	ZD-6
Transporters—					
standard 6-person	3	3	3	3	3
combat 22-person	5	4	4	5	4
emergency 18-person	1	1	1	1	1
cargo	2	2	2	2	2
Cloaking Device Type—	None	None	None	None	KCC
Power Requirement—	None	None	None	None	32
Other Data:					
Crew—	352	352	360	373	378
Troops—	220	180	110	220	110
Shuttlecraft—	5	5	5	5	5
Engines And Power Data:					
Total Power Units Available—	40	32	40	44	44
Movement Point Ratio—	4/1	3/1	4/1	3/1	3/1
Warp Engine Type—	KWD-1	KWC-1	KWD-1	KWE-3	KWE-3
Number—	2	2	2	2	2
Power Units Available—	18	14	18	20	20
Stress Charts—	L/N	L/O	L/N	J/M	J/M
Maximum Safe Cruising Speed—	Warp 6	Warp 7	Warp 6	Warp 8	Warp 8
Emergency Speed—	Warp 8	Warp 8	Warp 8	Warp 9	Warp 9
Impulse Engine Type—	KIC-2	KIC-2	KIC-2	KIC-2	KIC-2
Power Units Available—	4	4	4	4	4
Weapons And Firing Data:					
Beam Weapon Type—	KD-6	KD-6	KD-6	KD-8	KD-8
Number—	4	7	4	4	6
Firing Arcs—	2f p, 2f s	2f p, 1f, 2f s, 2a	2f p, 2f s	2f p, 2f s	2f p, 2f, 2f s
Firing Chart—	T	T	T	U	U
Maximum Power—	6	6	6	7	7
Damage Modifiers—					
+3				(1 – 7)	(1 – 7)
+2	(1 – 18)	(1 – 18)	(1 – 18)	(8 – 15)	(8 – 15)
+1				(16 – 20)	(16 – 20)
Missile Weapon Type—			RPL-1	KP-3	RPL-1
Number—			1	2	1
Firing Arcs—			F	1f, 1a	F
Firing Chart—			E	R	E
Power To Arm—			10	2	10
Damage—			See Chart	15	See Chart
Shields Data:					
Deflector Shield Type—	KSC	KSC	KSC	KSK	KSK
Shield Point Ratio—	1:1	1:1	1:1	1:2	1:2
Maximum Shield Power—	8	9	8	12	12
Combat Efficiency:					
	88.9	118.6	133.5		
D'WDF—	54.6/20.4	53.2/35.7	54.6/24.3	87.6/33.4	84.6/34.4

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A (all models but *D-7S*); D for *D-7S*

Major Data Source: All but *D-7S* in Star Fleet possession; Klingon Sector Intelligence

The *D-7* is probably the most infamous cruiser ever to stalk the spacelanes. These ships are associated with death and destruction on a scale second to none. When first introduced, these vessels captured the minds and spirits of the Klingon commanders so fully that for many years they were the symbol of Klingon tyranny.

This design was developed from the earlier *D-4* cruiser and incorporated all of its most popular features. The command pod mounted forward on the boom assembly and the wing-like main hull were changed slightly in the design, but all of the basic concepts were retained.

In all models, the command pod can be jettisoned in case of emergency. A small micro-impulse drive system, mounted into the pod just for such emergencies, allows the pod to maneuver itself and travel short distances in hopes of rescue. A pod can maintain the life-support systems and operate the short-range sensors and weapons for up to one year. One of the main features of the pod is the disruptors mounted below the bridge; these weapons will give protection from hostiles and also allow for the self-destruction of the pod if capture is imminent.

The secondary bridge, weapons control, and all engineering facilities are located in the main hull. Separated from the command pod, this section of the vessel is capable of maintaining fully functional life-support, weapons, and engine systems for up to two years. Of course, this section is capable of warp speeds and will effect its own rescue much quicker than can the command pod. Within the engineering

section of the main hull are the matter/anti-matter mix chambers, little shielded, as servitor races man the engineering compartments of most Klingon vessels. All *D-7* models are capable of jettisoning the warp engines in case of an uncontrolled mix in the matter/anti-matter chamber. This would leave the ship with only the impulse engines for power. In most cases where warp engines have had to be ejected, the command pod has been separated first to insure the captain will be safe.

In the center section of the main hull are compartments containing hypothermia capsules for the marines. The troops are kept in a frozen state until they are required, which reduces the requirement for food and life-support and thus prolongs the on-station time of the ship.

Introduced on Stardate 1/8611, the *D-7A* didn't see any action in the Unknown War, but the lessons learned from this conflict were reflected in its design. By Stardate 1/9302, eight separate manufacturing facilities were producing this model at a rate of five per month. When the Four Years War broke out, production of these ships soared to twelve per month within the first year and peaked at 26 per month by the third year. The Klingons, having brought the war on, were ready with over 400 of these ships in the front-line; studies have shown that this numerical advantage was the prime factor in their early advances into Federation territory. On a one-to-one basis, Federation cruisers and frigates were far superior as warships, but their limited numbers prevented them from turning the Klingons back in the early stages of the war. The *D-7A* class, named "Painbringer" from the Klingon *K't'agga,* served the Klingon Imperial Navy well in the war with a high reliability rating and ease of repairs.

Of the 1671 *D-7As* produced, 431 remain in active service, 83 have been placed in reserve fleets, 12 are used by the Klingon Naval Academy as training vessels, 891 have been destroyed, 23 have been captured (10 by Star Fleet and 13 by the Romulans), 15 are listed as missing, 26 have been scrapped, 170 have been traded to the Romulans, and 20 have been sold to ranking families within the empire.

The *D-7C,* introduced at the close of the Four Years War, saw no action in that conflict, but it was given its baptism of fire just seven months after entering service. The *D-7Cs* involved in the incident were so badly outclassed by their Romulan adversaries that the design was never fully accepted by starship captains, and the model was finally removed from service on Stardate 2/2004.

The *D-7C,* named "Bringer Of Destiny" from the Klingon *k't'kara,* had more efficient warp engines than those mounted on the *D-7A,* but they were incapable of powering all the weapons even though the ship was more maneuverable. The designers felt that the increased warp speed and maneuvering ratio would make this ship more cost-effective, even though it was a dismal failure because of it failed to meet its design requirements as a gunship due to its inability to power all its disruptors during combat. Furthermore, though the *D-7C* had slightly improved shielding, this advantage was lost due to its weaker superstructure. For some unexplained reason, Klingons have never put larger warp engines on this ship, though it seems that, if this had been done early in its career, it certainly would have outclassed anything the Romulans or Star Fleet had at the time.

Of the 162 *D-7Cs* built, 52 have been placed in reserve fleets, 65 have been destroyed, 13 captured (9 by Star Fleet and 4 by the Romulans), 4 listed as missing, 18 sold to the Orions, 6 sold to prominent families within the Empire, and 4 sold to private groups or individuals in the Triangle.

The *D-7G,* named "Truthbringer" after the Klingon *k't'alla,* was the direct result of the first Romulan-Klingon technology exchanges, as part of which the Klingons received 24 Romulan plasma weapons of the RPL-1 type. Sixteen of these were immediately installed on *D-7s,* and the remaining weapons were given to weapons research firms within the Empire. The conversions to *D-7Gs* were made on *D-7As,* which otherwise remained the same. The plasma weapon design required the ship to be close to the enemy in order to fire, and most Klingon commanders did not like the tactics that the weapon dictated, hence no Klingon commander felt comfortable with the conversions.

Of the 16 *D-7Gs* built, 10 were converted to *D-7Rs,* 4 were destroyed, 1 was captured by Star Fleet, and 1 is in the service of a ranking family within the Empire.

The *D-7M,* introduced on Stardate 2/1105, was a match for the Federation *Constitution* and Romulan *V-6 (Gallant Wing)* cruisers. This gave the Klingon navy a slight advantage along its borders, and the Imperial Command began to press the balance more aggressively. Both the Romulan navy and Star Fleet commissioned upgraded versions of their vessels shortly after the appearance of the *D-7M* in order to hold the Klingons in check. Within two years after its introduction into service, 75% of all facilities producing the *D-7A* had been converted to manufacture the *D-7M,* allowing the Klingons to place more and more of these ships in sensitive areas. As the Klingons grew bolder, these ships began to appear in the Organian Treaty Zone and in the Triangle. Traveling in groups of threes, sorties were made by Klingon commanders into areas that were declared neutral or de-militarized, and several worlds were subjugated by small forces of these ships.

The *D-7M* mounts the KWE-3 warp engine, which (in this configuration) gives more efficient power for maneuver and added power for the weapons systems; this warp drive system allowed the *D-7* to travel at Warp 8 and, in an emergency, Warp 9. The KD-6 disruptors were replaced with the more powerful KD-8s, extending the offensive range of the ship to 200,000 km. An additional improvement, giving a punch that surprised many Romulan and Star Fleet commanders when first encountered, was the KP-3 photon torpedo mounted both fore and aft. Improved shielding was also added, increasing its capabilities by 50%.

Several vessels of this type, named "Bringer Of Destruction" from the Klingon *k't'inga,* have gained a level of fame equal to that of the *USS Enterprise,* most notably the IKV *Bardur.* The *Bardur* is known to have destroyed over 20 Romulan vessels, 10 Federation vessels, and participated in skirmishes that have accounted for the loss of over 40 enemy ships. The captain of this ship has been promoted to Admiral and, much like his Federation counterpart, remains in command of his vessel, now the smallest ship in known space to be a fleet flagship. The current position of this fleet is in the Orion sector, operating from the border starbase located there.

Of the 1244 *D-7Ms* built, 965 remain in active service, 198 have been destroyed, 8 have been captured (5 by Star Fleet and 3 by the Romulans), 11 have been scrapped, 36 are in the service of ranking families of the Empire, and 21 have been reported as missing. Three of those missing were destroyed during the V'ger incident, and several others are known to be operating in the Triangle under the command of renegade Klingons.

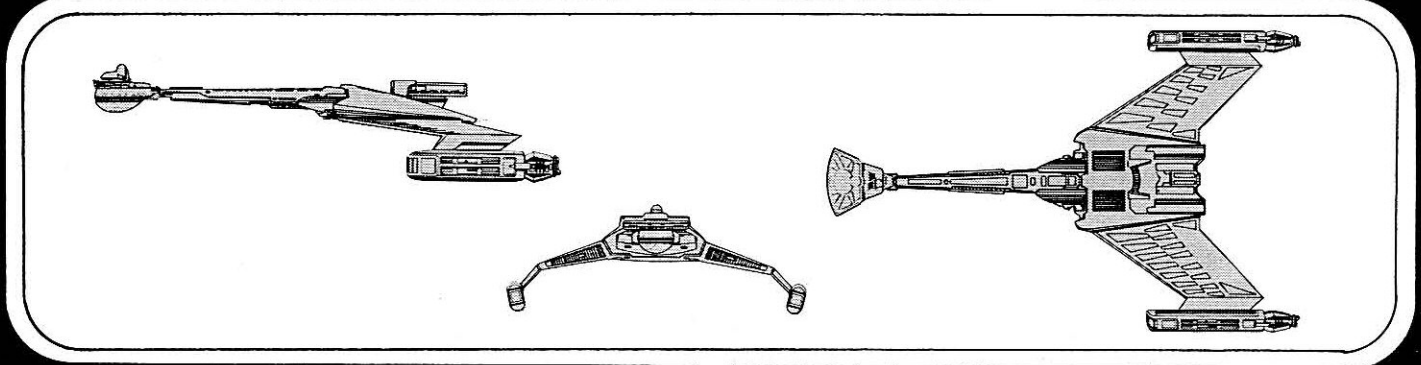
The *D-7R,* named "Bringer Of Agony" after the Klingon *k't'rika,* was another attempt by the Klingons to make use of the plasma weapons, this time incorporated into the improved *D-7M* hull with the photon torpedo bays removed. The RPL-1 was placed in the bow of the ship and an additional KD-8 disruptor was placed in the aft compartment. In addition to these changes, a KCC cloaking device was added. The Klingons had learned by this time that the plasma weapon and cloak were designed to be used together, often by remaining cloaked and stationary in the path of their adversary before decloaking and firing the plasma bolt at minimum range.

Of the 32 *D-7Rs* built, 29 remain in active service, 2 have been destroyed, and 1 has been captured by Star Fleet.

The *D-7S,* the newest of this line of cruisers, is an improved version of the *D-7M,* appearing to be a *D-7M* at first glance. Only well-trained personnel will be able to tell the difference on a sensor scan, but these cruisers mount six KD-8 disruptors and fore- and aft-firing KP-4 torpedoes. In addition, some models carry the KCC cloaking device.

The *D-7S,* named "Bringer Of Justice" from the Klingon *k't'mara,* is being produced at the same facilities as the *D-7M,* which intelligence reports show will be phased out for this much-improved version; the facilities at Taamar, Gnuu Re', Iosia, H'rez, and Z'hai are producing 40 *M* models and 22*S* models per year. Of the 66 *D-7Ss* built, 65 remain in active service and one has been listed as missing. Although Star Fleet has encountered these vessels, none have been destroyed or captured. Orion reports from within the Triangle suggest that the Klingons are operating several small groups there.

D–4 (Predator) CLASS VII CRUISER



Construction Data:		
Model Numbers—	A	E
Date Entering Service—	1/8407 – 1/9501	1/9203 – 2/0806
Number Constructed—	430	384
Hull Data:		
Superstructure Points—	16	17
Damage Chart—	C	C
Size		
Length—	205 m	205 m
Width—	130 m	130 m
Height—	45 m	45 m
Weight—	82,500 mt	84,600 mt
Cargo		
Cargo Units—	80 SCU	80 SCU
Cargo Capacity—	4,000 mt	4,000 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	ZD-5	ZD-5
Transporters—		
standard 6-person	3	3
emergency 18-person	1	1
cargo	1	1
Other Data:		
Crew—	295	305
Shuttlecraft—	4	4
Engines And Power Data:		
Total Power Units Available—	30	34
Movement Point Ratio—	4/1	4/1
Warp Engine Type—	KWC-1	KWC-1
Number—	2	2
Power Units Available—	14	14
Stress Charts—	L/O	L/O
Maximum Safe Cruising Speed—	Warp 7	Warp 7
Emergency Speed—	Warp 8	Warp 8
Impulse Engine Type—	KIB-2	KID-1
Power Units Available—	2	6
Weapons And Firing Data:		
Beam Weapon Type—	KD-2	KD-3
Number—	5	5
Firing Arcs—	2f/p, 2f/s, 1a	2f/p, 2f/s, 1a
Firing Chart—	G	I
Maximum Power—	4	5
Damage Modifiers—		
+1	(1 – 10)	(1 – 12)
Shields Data:		
Deflector Shield Type—	KSB	KSE
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	6	10
Combat Efficiency:		
D/WDF—	44.9/7.0	53.3/13.5

Notes:

Known Sphere Of Operation:
Interior of the Klingon Empire

Data Reliability: A

Major Data Source:
Models *A* and *E* are in Star Fleet possession.

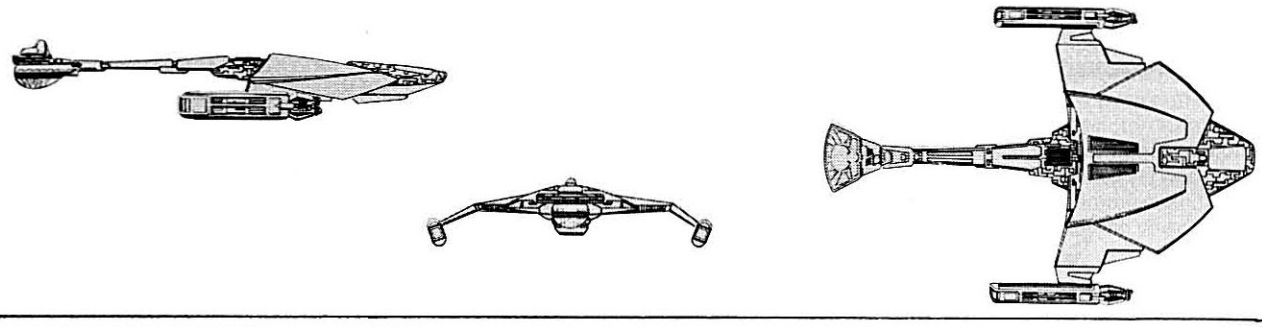
The *D-4,* predecessor to the famed *D-7* class, pioneered the command-pod-forward design that has become the standard for most modern Klingon warships. The class was introduced on Stardate 1/8407 with the commissioning of eight ships, which had been produced at the alarming rate of one per month at facilities operating as if under wartime production orders. This was a clear signal that the Klingons were either preparing for a war with either Romulan or Federation forces or were involved in a conflict along an unknown border. Only recently, because of intelligence gained from Operation Dixie, has it come to light that the Klingons were in fact being attacked by an unknown enemy along their coreward border. During this conflict the *D-4* saw extensive action and went through several different modifications, several of which were never brought into production. This conflict ended somewhere around Stardate 1/8610, slowing further development.

On Stardate 1/9108, the *D-4E* was tested and proclaimed successful. Production was converted over to this newer model, and, by Stardate 1/9203, the first vessels were commissioned. By 1/9501, the *D-4A* was no longer being produced, and most of the *D-4As* in service were being converted to *D- 4Es,* which mounted a more powerful impulse drive system.

The major improvement was the replacement of the KD-2 by the KD-3, with a range of 120,000 km, extending the offensive capability of the *D-4* by 20,000 km. The shielding system was also upgraded, with the new KSE system giving the ship 65% more protection from incoming fire. The superstructure was strengthened to handle the uprated equipment. Even though the *D-4* proved to be valuable in combat, witnessed by its class name of "Predator" from the Klingon *d'ama,* its days were numbered. The *D-7,* with its higher firepower and more powerful engines, would replace it by Stardate 2/0806.

Of the 814 *D-4s* built, 277 are in reserve fleets (48 *As* and 229 *Es*), 462 were destroyed, 14 have been captured (3 *As* and 6 *Es* by Star Fleet and 2 *As* and 3 *Es* by the Romulans), 6 reported as missing, 16 were scrapped, 11 sold to the Orions (4 *As* and 7 *Es*), and 28 sold to prominent families of the Empire (10 *As* and 18 *Es*).

D–9 (Seeker) CLASS VIII CRUISER



Construction Data:

Model Numbers —	B
Ship Class —	VIII
Date Entering Service —	1/9704
Number Constructed —	82

Hull Data:

Superstructure Points —	20
Damage Chart —	C
Size	
Length —	160 m
Width —	110 m
Height —	24 m
Weight —	100,500 mt
Cargo	
Cargo Units —	100 SCU
Cargo Capacity —	5,000 mt
Landing Capability —	None

Equipment Data:

Control Computer Type —	ZD-5
Transporters —	
standard 6-person	4
emergency 18-person	2
cargo	2

Other Data:

Crew —	380
Passengers —	40
Shuttlecraft —	4

Engines And Power Data:

Total Power Units Available —	38
Movement Point Ratio —	4/1
Warp Engine Type —	KWD-1
Number —	2
Power Units Available —	18
Stress Charts —	L/N
Maximum Safe Cruising Speed —	Warp 6
Emergency Speed —	Warp 8
Impulse Engine Type —	KIB-2
Power Units Available —	2

Weapons And Firing Data:

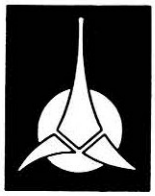
Beam Weapon Type —	KD-5
Number —	4
Firing Arcs —	1p, 2f, 1s
Firing Chart —	P
Maximum Power —	4
Damage Modifiers —	
+2	(1 – 10)
+1	(11 – 18)
Beam Weapon Type —	KD-4
Number —	1
Firing Arcs —	A
Firing Chart —	J
Maximum Power —	4
Damage Modifiers —	
+1	(1 – 10)

Shields Data:

Deflector Shield Type —	KSF
Shield Point Ratio —	2/3
Maximum Shield Power —	9

Combat Efficiency:

D/WDF —	61.6/14.4



Notes:

Known Sphere Of Operation:
Spinward and Federation Borders

Data Reliability: C

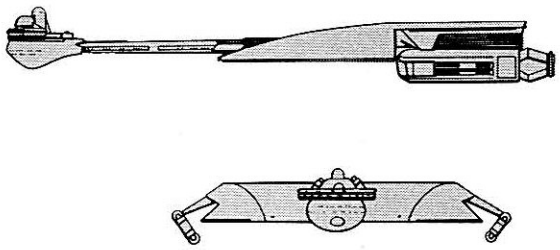
Major Data Source: Klingon Sector Intelligence

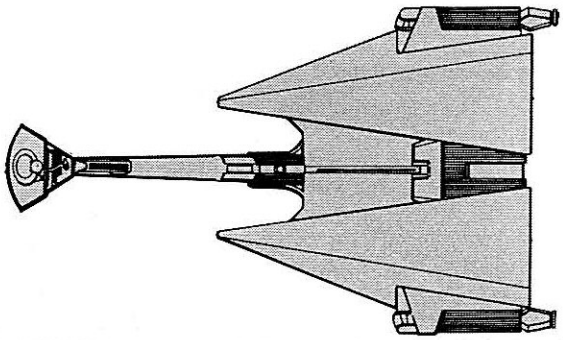
The *D-9* cruiser was brought into service during the Four Years War to act as a research vessel. For years, the Klingon Empire had been halted in its attempts at expansion. To the rimward lay the Federation; towards the trailing arm were the Romulans; and it has been speculated that to the coreward lay some unknown power able to hold the Klingons in check. This left the spinward area, as yet not fully explored. Expansion into this void had been slow due to the great distances from the homeworld of Klinzhai and the apparant lack of suitable worlds for conquest, but the desire to outflank the Federation altered that. The newly constructed *D-9* cruiser was intended to lead this effort.

The *D-9A* prototype was considered to be undergunned and was dropped from production even before it had been commissioned. An upgunned version, the *D-9B* with mainly defensive weaponry, was commissioned on Stardate 1/9704 and was immediately sent into the new expansion area. These ships and their accompanying scoutships were to map new areas and evaluate the cultural levels of any races encountered. The war with the Federation ended one year after the *D-9Bs* entered service, and the sense of urgency for the flanking expansion effort diminished. The flanking movement is portrayed in a Star Fleet commanders test known as *Operation Armageddon.*

After the end of the Four Years War, most of the facilities set up to produce these research cruisers were converted over to warship designs, accounting for the small number produced. The *D-9,* named "Seeker" from the Klingon *z'gal,* is manufactured at Gnuu Re, with production at three per year. These vessels are still operating in the spinward areas. Of the 82 *D-9s* built, 68 remain in active service, 9 have been destroyed, 3 are listed as missing, and 2 have been sold to private interests in the Triangle.

D–10 (Riskadh) CLASS VIII - X CRUISER





Construction Data:		
Model Numbers —	A	D
Ship Class —	VIII	X
Date Entering Service —	1/9606-2/1801	2/1307
Number Constructed —	444	455
Hull Data:		
Superstructure Points —	22	24
Damage Chart —	C	C
Size		
Length —	262 m	264 m
Width —	157 m	157 m
Height —	30 m	32 m
Weight —	104,800 mt	142,400 mt
Cargo		
Cargo Units —	245 SCU	240 SCU
Cargo Capacity —	12,250 mt	12,000 mt
Landing Capability —	None	None
Equipment Data:		
Control Computer Type —	ZD-5	ZD-6
Transporters —		
standard 6-person	4	4
combat 22-person	6	6
emergency 18-person	1	1
cargo	2	2
Other Data:		
Crew —	505	520
Passengers —		
Troops —	320	320
Shuttlecraft —	10	10
Engines And Power Data:		
Total Power Units Available —	38	40
Movement Point Ratio —	4/1	4/1
Warp Engine Type —	KWD-1	KWE-2
Number —	2	2
Power Units Available —	18	18
Stress Charts —	L/N	J/M
Maximum Safe Cruising Speed —	Warp 6	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIB-2	KID-2
Power Units Available —	2	4
Weapons And Firing Data:		
Beam Weapon Type —	KD-6	KD-9
Number —	6	6
Firing Arcs —	2f p, 2f, 2f s	2f p, 2f, 2f s
Firing Chart —	T	W
Maximum Power —	6	5
Damage Modifiers —		
+3		(1 – 8)
+2	(1 – 18)	(9 – 15)
+1		(16 – 22)
Beam Weapon Type —	KD-3	KD-3
Number —	2	2
Firing Arcs —	A	A
Firing Chart —	I	I
Maximum Power —	5	5
Damage Modifiers —		
+2		
+1	(1 – 12)	(1 – 12)
Missile Weapon Type —		KP-4
Number —		2
Firing Arcs —		1f, 1a
Firing Chart —		Q
Power To Arm —		2
Damage —		18
Shields Data:		
Deflector Shield Type —	KSJ	KSO
Shield Point Ratio —	2/3	1/2	1/3	1/3	1/3
Maximum Shield Power —	12	15	14	14	14
D/WDF —	69/36	85.3/45.2	102.5/55.7	107.5/61.6	118.3/68.8

Notes:
Known sphere Of Operation: Empire-wide use
Data Reliability: A for models *A, D,* and *G;* B for model *F;* D for model *H*
Major Data Source: Models *A, D,* and *G* are in Star Fleet possession; Klingon Sector Intelligence

On Stardate 1/9606, the *D-10* cruiser, the design of which was strongly influenced by the *D-7,* was commissioned into service. The Klingon Imperial Command hoped to counter Star Fleet's *Constitution* class cruisers with this new vessel. The Four Years War was in its second year, and the Klingons had learned some of their lessons well. The *D-10* featured a sturdy superstructure and the most effective shields the empire had to offer. The fore- and aft-mounted disruptors were far superior to the Federation lasers, but were not as destructive as the Federation's accelerator cannons.

The *D-10* used the same command pod as the *D-7,* thus eliminating the need for additional production facilities. Like the *D-7's* pod, that of the *D-10* is capable of being jettisoned and has similar sub-light maneuvering and life support capabilities. On Stardate 1/9802, Star Fleet captured a pod that had been jettisoned during the Battle of Kesse 16 months earlier; the crew were alive and as well as could be expected.

The main hull of the early *D-10s* contain the engineering section, shuttlebays, crew quarters, and assault troop hypothermia capsules; later models have no troop-carrying capabilities but instead have large research facilities. The warp engines are mounted on short pylons and are jettisonable. With the additional removal of the hypothermia capsules, the ship is capable of running on its impulse power alone for up to one year. The shuttle hangars are located on the upper wing surface of the main hull and are seen as two large doors. Directly aft of these doors are located the aft firing disruptors; aft-firing photon torpedo tubes are located at the stern of the vessel just below the impulse exhaust port.

The *D-10* is the only Klingon warship whose class name honors a Klingon family line: the Riskadh line, which died with its founder, Kahless the Unforgettable, the greatest of all emperors. *D-10s* are manufactured at the Taamar, Gnuu Re', Fonawl, Z'hai, and Mustaka facilities. The combined production rate is 14 *D-10Ds,* 12 *D-10Gs,* and 10 *D-10Hs* per year.

The *D-10A* first entered service on Stardate 1/9606, the first ships being rapidly sent into the Four Years War, where they proved to be the most powerful and feared ships in the Klingon Imperial Navy.

The model used a powerful warp engine, but mounted a fairly weak impulse system, the only real shortcoming of the vessel; the main engines allowed the ships to cruise at Warp 6, with emergency speeds as high as Warp 8. The weapons system consisted of six individually-mounted KD-6 disruptors and two aft-mounted KD-3s, giving the cruiser an offensive range capability 80,000 km greater than Federation warships.

With the Klingons having range superiority, if it had not been for the superior tactics of the Star Fleet commanders, the Four Years War might have turned out much differently. Star Fleet commanders were able to neutralize the range superiority in many cases, however. Klingon tactics were to send a *D-10* with a small escort of three to six destroyers into a system to secure it. Federation commanders would leave the system, making it appear unprotected; they would then return from several different directions and take the unsuspecting Klingons in flanking attacks. This tactic was not always successful, but it did deter the Klingons from mounting many attacks into the interior of Federation space. In the last months of the war, the Klingons faced the newly-developed phaser and photon torpedo, and the days of the *D-10* as the "Queen Of Battle" were over.

Of the 444 *D-10As* built, 27 are in reserve fleets, 268 have been converted to *D* models and 14 to *F* models, 106 have been destroyed, 8 have been captured (6 by Star Fleet and 2 by the Romulans), 6 are listed as missing, 7 have been scrapped, 6 have been sold to ranking families within the Empire, and 2 have been sold to private interests in the Triangle.

The first modification to the *D-10* came on Stardate 2/1012, when the KIB-2 impulse drive system was replaced with the KID-2. Though the new *D-10B* was ordered into production, it never was produced in numbers because the KWE-2 warp drive system was brought into the navy's inventory just as the new *B* models were ready for installation of their warp drives. These engines were installed, and, on Stardate 2/1201, the first *D-10C* was taken out for maneuver trials. On Stardate 2/1205, the completed ships were outfitted with the newly-created KD-9 disruptors, KP-4 photon torpedo, and the KSO shield systems, replacing the original equipment with upgraded systems. The *D-10D* entered service on Stardate 2/1307 with the simultaneous commissioning of 23 ships, the largest number of new ships to be commissioned at one time in known space.

The KWE-2 warp drive system allows the *D-10D* to achieve cruising speeds of Warp 7 and emergency speeds of Warp 8, even though it adds 30,000 mt to the overall weight. The KD-9 disruptors produce slightly less damage than the KD-6 models found on the *D-10A,* but they have an increased range of 20,000 km. The real increase in weapons power lies in the KP-4 torpedo, which is mounted fore and aft. The addition of so many new systems required an increase in the superstructure strength.

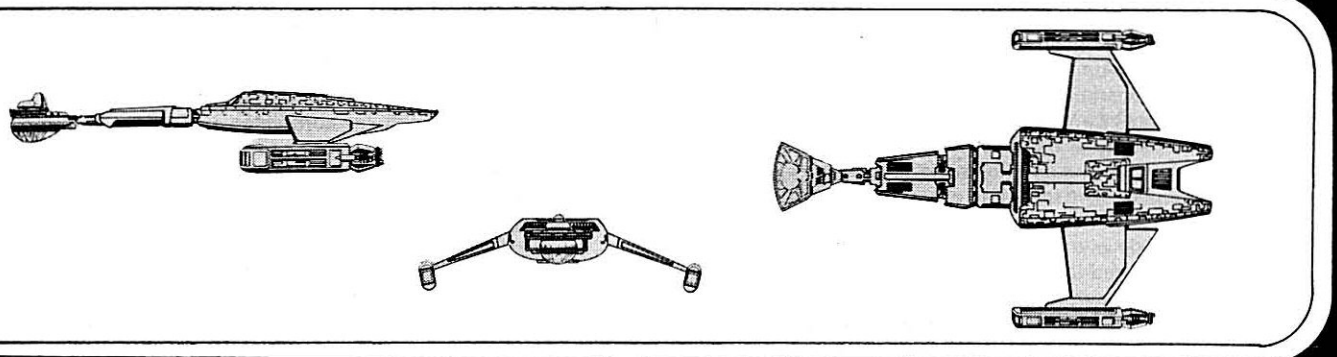
Of the 455 *D-10Ds* built, 389 remain in active service, 2 are used as training vessels, 47 have been destroyed, 2 have been captured by Star Fleet, 6 are listed as missing, 2 have been scrapped, 1 has been traded to the Romulans, 1 sold to the Orions, and 5 are in the service of ranking families of the Empire.

During the years 2/1002 to 2/1410, the Klingons created 5 new warp drive engines, 2 impulse drive systems, 5 new disruptor types, 4 photon torpedo types, 5 shield systems (of which 2 used a trinary power transformer), and 2 powerful computer systems. With all these new systems, the *D-10F,* incorporating many of them, was inevitable; it was commissioned on Stardate 2/1410. The KWE-3 engines produce 10% more power, and the KIE-1 impulse drive systems produce 50% more power than the systems installed on the *D* models, adding maneuverability. On Stardate 2/1312, the Klingons had acquired 14 Romulan plasma weapons of the RPL-1 type, and these weapons also were installed on the *D-10F,* instead of the photon torpedo. The KD-9 disruptors were replaced with KD-13s, increasing the range another 20,000 km, and the aft-firing KD-3s were replaced by 2 KD-9s and 2 KD-5s. The superstructure strength was increased by 16%, and the shields were upgraded.

After the completion of the *D-10F* models, the Klingons continued to use the Z'hai facility to construct *D-10Gs,* with two changes from the *F* model. The hypothermia capsules were removed and the area rebuilt as a laboratory facility, allowing the *D-10G* to act as a research cruiser in hostile areas where lightly-armed ships like the *D-9* could be easily destroyed or damaged if attacked while alone. To further augment weaponry, fore- and aft-firing photon torpedo bays were installed for the KP-4 torpedo.

On Stardate 2/2009, the *D-10H* was commissioned, the first model that has an exterior change. Instead of mounting the old style command pod, the ship mounted the command pod from the *L-9* frigate, making the class easier to identify on visual scan but a more potent adversary. This model mounts the new KIE-2 impulse drive system, giving it more maneuvering power than most ships in either the Romulan Navy or Star Fleet. The disruptors were all refitted to KD-13s, not only to give the vessels a longer range of fire in all directions but also to ease the maintenance chore. The photon torpedo bay was converted to fire the new KP-6, which causes as much damage as any of those employed by Star Fleet and twice the damage as any used by the Romulans. With this array of weapons, and with its strengthened superstructure, the *D-10H* is, by far, the most powerful of the class and also stronger than most others in space.

D–20 (Death Rite) CLASS VII CRUISER



Construction Data:		
Model Numbers —	A	C
Date Entering Service —	1/9606-2/1603	2/1202
Number Constructed —	382	271
Hull Data:		
Superstructure Points —	16	18
Damage Chart —	C	C
Size		
Length —	160 m	160 m
Width —	110 m	110 m
Height —	22 m	24 m
Weight —	85,400 mt	91,300 mt
Cargo		
Cargo Units —	200 SCU	200 SCU
Cargo Capacity —	10,000 mt	10,000 mt
Landing Capability —	None	None
Equipment Data:		
Control Computer Type —	ZD-5	ZD-6
Transporters —		
standard 6-person	3	3
combat 22-person	4	4
emergency 18-person	1	1
cargo	2	2
Other Data:		
Crew —	330	340
Troops —	180	200
Shuttlecraft —	4	4
Engines And Power Data:		
Total Power Units Available —	32	40
Movement Point Ratio —	4/1	3/1
Warp Engine Type —	KWC-1	KWC-2
Number —	2	2
Power Units Available —	14	18
Stress Charts —	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 8
Emergency Speed —	Warp 8	Warp 9
Impulse Engine Type —	KIC-2	KIC-2
Power Units Available —	4	4
Weapons And Firing Data:		
Beam Weapon Type —	KD-5	KD-6
Number —	6	6
Firing Arcs —	2f/p, 1f, 1a, 2f/s	2f/p, 1f, 1a, 2f/s
Firing Chart —	P	T
Maximum Power —	4	6
Damage Modifiers —		
+3		
+2	(1 – 10)	(1 – 18)
+1	(11 – 18)	
Shields Data:		
Deflector Shield Type —	KSF	KSK
Shield Point Ratio —	2/3	1/2
Maximum Shield Power —	9	12
Combat Efficiency:		
D/WDF —	52.9/18.6	85.7/30.6

Notes:
Known Sphere Of Operation: Empire-wide use
Data Reliability: C
Major Data Source: Klingon Sector Intelligence

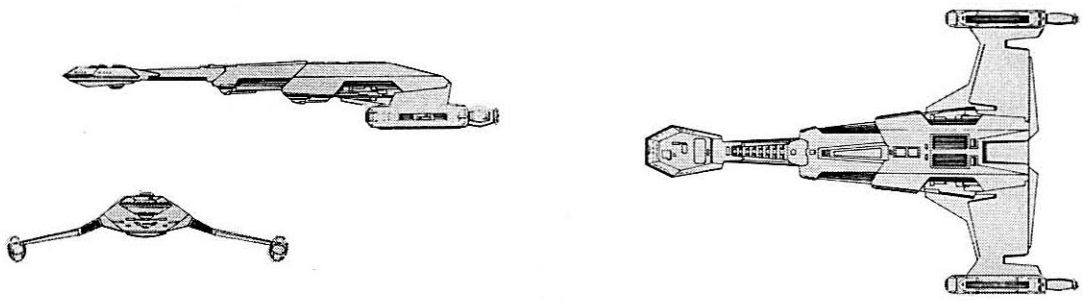
The *D-20* was commissioned on Stardate 1/9606 and immediately rushed into the Four Years War, where they were used much like the famed *D-7*. Though the class suffered from lack of maneuver power and a relatively weak superstructure, it seemed to make up for these deficiencies in its weapons and shielding. Mounting the KWC-1 engines, the *D-20A* was able to attain higher warp speeds than the *D-7*, but was less maneuverable. Eighty- six have been converted to the *D-20C*.

This fault was corrected with the introduction of the *D-20C* on Stardate 2/1202. This model is far more maneuverable and has more power, as well as a more efficient shielding system and stronger superstructure. Because of its extra power, KD-6 disruptors were added, increasing firepower by 50%. This model is still in production even though the *D-20D* has entered service on Stardate 2/1701, mounting KD-8 disruptors, which deliver 16% more destructive power over a greater distance.

Of the 634 *D-20s* built, 224 *Cs* and 80 *Ds* remain in active service; 292 *As*, 19 *Cs*, and 1 *D* have been destroyed; 2 *As*, 4 *Cs*, and 1 *D* are listed as missing; 1 *C* and 1 *D* have been scrapped; and 2 *As*, 28 *Cs*, and 4 *Ds* are in the service of ranking and prominent families of the Empire. The class is being produced at Gnuu Re' and at H'rez. These facilities were originally set up to refit *A* models to *C* models, but when orders were issued for the production of the *D* model, Imperial Command redesignated both bases as production facilities. They began producing new ships as soon as the last of the older models had been refit. Both facilities combined produce a total of 13 ships per year.

The class is named from "the death of honor," a traditional death rite involving a silver dagger. In this rite, a captive who has fought well is killed with a silver dagger handed down through the family lines. When a family line is broken, the dagger is destroyed after it has been used to eliminate the last family member.

D–2 (Stingtongue) CLASS VI DESTROYER



Construction Data:		
Model Numbers—	A	B
Date Entering Service—	2/1201	2/1206
Number Constructed—	146	144
Hull Data:		
Superstructure Points—	10	10
Damage Chart—	C	C
Size		
Length—	205 m	205 m
Width—	135 m	135 m
Height—	30 m	30 m
Weight—	74,500 mt	74,500 mt
Cargo		
Cargo Units—	30 SCU	30 SCU
Cargo Capacity—	1,500 mt	1,500 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	ZD-5	ZD-5
Transporters—		
standard 6-person	2	2
emergency 18-person	2	2
cargo	1	1
Other Data:		
Crew—	220	220
Passengers—	10	10
Shuttlecraft—	1	1
Engines And Power Data:		
Total Power Units Available—	34	34
Movement Point Ratio—	3/1	3/1
Warp Engine Type—	KWC-1	KWC-1
Number—	2	2
Power Units Available—	14	14
Stress Charts—	L/O	L/O
Maximum Safe Cruising Speed—	Warp 7	Warp 7
Emergency Speed—	Warp 8	Warp 8
Impulse Engine Type—	KID-1	KID-1
Power Units Available—	6	6
Weapons And Firing Data:		
Beam Weapon Type—	KD-6	KD-6
Number—	2	2
Firing Arcs—	1f/p/s, 1a/p/s	1f/p/s, 1a/p/s
Firing Chart—	T	T
Maximum Power—	6	6
Damage Modifiers—		
+2	(1 – 18)	(1 – 18)
Missile Weapon Type—	KP-2	KP-2
Number—	4	4
Firing Arcs—	2f, 2a	4f
Firing Chart—	H	H
Power To Arm—	1	1
Damage—	10	10
Shields Data:		
Deflector Shield Type—	KSN	KSN
Shield Point Ratio—	2/3	2/3
Maximum Shield Power—	15	15
Combat Efficiency:		
D/WDF—	69.3/23.4	69.3/23.4

Notes:
Known Sphere Of Operation: Empire-wide use
Data Reliability: A for *D-2A;* C for *D-2B*
Major Data Source: D-2A in Star Fleet possession; Klingon Sector Intelligence

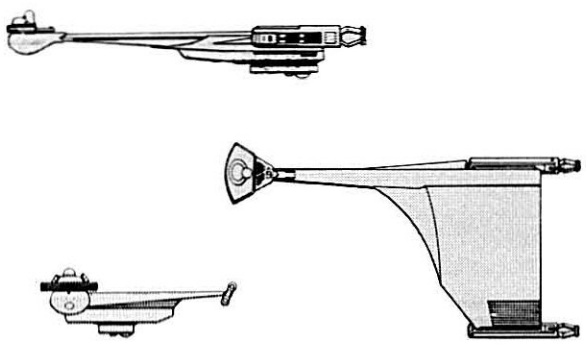
Shortly after the discovery of photon technology, the Klingon Imperial Navy initiated a program for a missile-armed destroyer. Several designs were reviewed and tested before the *D-2A* was commissioned on Stardate 2/1201. Five months later, the *D-2B* entered service, different only in the arrangement of its torpedo bays. The *D-2* is an excellent offensive weapon against ships of its own class, but it is not able to hold its own against larger ships due to the lack of range its torpedoes have and a relatively weak superstructure.

These missile boats mount KWC-1 warp engines, which gives them good tactical maneuverability. Each mounts two KD-6 disruptors covering all areas of fire as well as four KP-2 photon torpedoes. The *D-2A's* torpedo bays are split evenly forward and aft, allowing it to close with and pass through the enemy's formation, firing torpedoes into usually unprotected aft areas. All the *D-2B's* torpedo bays are mounted forward, giving a tremendous amount of punch from the front but none from the rear.

Of the 290 *D-2s* built, 128 *As* and 135 *Bs* remain in active service; 12 *As* and 8 *Bs* have been destroyed; 1 *B* has been captured by the Romulans; 2 *As* are listed as missing; 1 *A* has been scrapped; and 2 *As* are in the service of prominent families of the Empire. The *D-2* class is produced at Iosia and H'renn. Intelligence estimates these facilities produce a combined average of twelve of each type per month.

The class is named from the Klingon *v'kar zadan,* which translates to "the tongue that stings".

D–11 (One Wing) CLASS VI - VII DESTROYER



Construction Data:			
Model Numbers —	B	C	D
Ship Class —	VI	VII	VII
Date Entering Service —	2/0405 – 2/1804	2/0811	2/1201
Number Constructed —	140	153	61
Hull Data:			
Superstructure Points —	14	14	15
Damage Chart —	C	C	C
Size			
Length —	234 m	234 m	234 m
Width —	128 m	128 l	128 m
Height —	34 m	34 m	45 m
Weight —	79,900 mt	80,500 mt	85,000 mt
Cargo			
Cargo Units —	120 SCU	120 SCU	120 SCU
Cargo Capacity —	6,000 mt	6,000 mt	6,000 mt
Landing Capability —	None	None	None
Equipment Data:			
Control Computer Type —	ZD-5	ZD-5	ZD-6
Transporters —			
standard 6-person	2	2	2
combat 22-person	2	2	2
emergency 18-person	2	2	2
cargo	1	1	1
Other Data:			
Crew —	218	218	225
Passengers —	220	220	220
Shuttlecraft —	2	2	3
Engines And Power Data:			
Total Power Units Available —	32	32	40
Movement Point Ratio —	3:1	3:1	3:1
Warp Engine Type —	KWC-1	KWC-1	KWC-2
Number —	2	2	2
Power Units Available —	14	14	18
Stress Charts —	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 8
Emergency Speed —	Warp 8	Warp 8	Warp 9
Impulse Engine Type —	KIC-2	KIC-2	KIC-2
Power Units Available —	4	4	4
Weapons And Firing Data:			
Beam Weapon Type —	KD-4	KD-5	KD-9
Number —	2	2	2
Firing Arcs —	1f/p, 1a/s	1f/p, 1a/s	1f/p, 1a/s
Firing Chart —	J	P	W
Maximum Power —	4	4	5
Damage Modifiers —			
+3			(1 – 7)
+2		(1 – 10)	(8 – 15)
+1	(1 – 10)	(11 – 18)	(16 – 20)
Beam Weapon Type —		KD-10	KD-11
Number —		1	1
Firing Arcs —		F	F
Firing Chart —		C	F
Maximum Power —		3	5
Damage Modifiers —			
+2			(1 – 4)
+1		(1 – 6)	(5 – 8)
Missile Weapon Type —			KP-1
Number —			2
Firing Arcs —			1f, 1a
Firing Chart —			F
Power To Arm —			1
Damage —			6
Shields Data:			
Deflector Shield Type —	KSJ	KSJ	KSJ
Shield Point Ratio —	2:3	2:3	2:3
Maximum Shield Power —	13	13	13
Combat Efficiency:			
D:WDF —	60:9:4	60:9 6:9	68.5:13.2

Notes:
Known Sphere Of Operation: Empire-wide use
Data Reliability: B
Major Data Source: Klingon Sector Intelligence, Triangle Sector Intelligence

The *D-11* destroyer is the most unusual design in the Klingon Imperial Navy, easily recognized on visual scan because of its one wing. It was commissioned into the service on Stardate 2/0405. That the vessel never fared well in battle has been blamed on its asymetrical design, which worked to restrict the field of fire from the weapon mounting hardpoints.

Powered by the KWC-1 and able to travel at speeds of Warp 7, it was one of the fastest ships in known space at the time it was commissioned, as well as having satisfactory tactical maneuverability. Nevertheless, the first *D-11s* were unpopular with the crews for they lacked sufficient firepower to perform their duties. It is not surprising then that a weaponry modification was made in the *D-11C*, in which the KD-4s were replaced with KD-5s and the new KD-10 was added. Althought this extended the offensive range by 80,000 km, the *D-11's* performance in battle was not significantly improved.

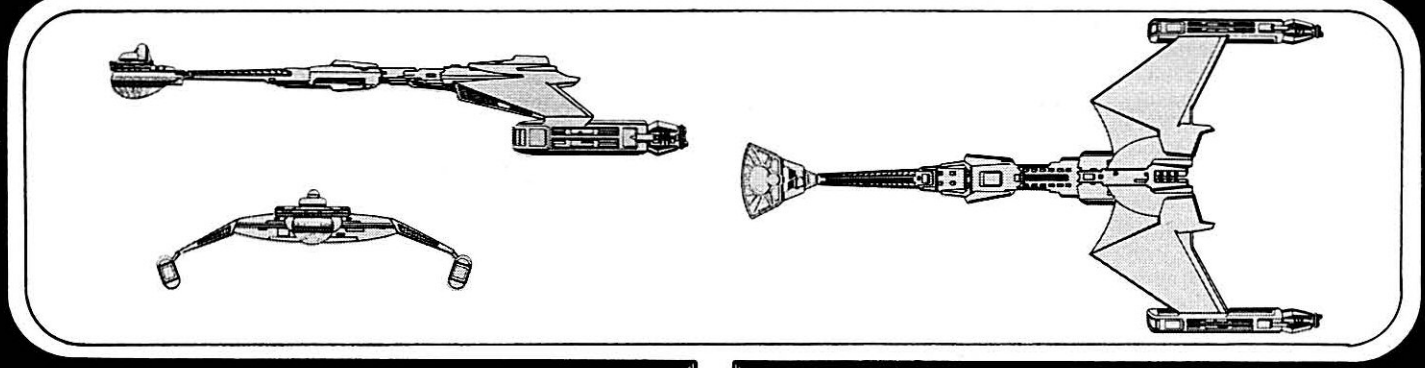
The *D-11D* used the KWC-2 warp engine, increasing the warp speeds attainable. It also mounted the new photon torpedo, which gave it more destructive firepower in a limited range but did little to improve battle performance overall.

Due to its problems and the success of other destroyer designs, the mission of the *D-11* has been changed. These vessels are now used for light assault duties. Having the capacity to carry a company of marines, the D- 11s are used to secure lightly-held systems. They also have been reported to be accompanying the *D-9* research cruisers in their efforts to open new territories.

Of the 354 *D-11s* built, 106 *Cs* and 41 *Ds* remain in active service; 68 *Bs*, 39 *Cs* and 18 *Ds* have been destroyed; 1 *D* has been captured by the Romulans; 11 *Bs* and 2 *Cs* are listed as missing; 19 *Bs* and 4 *Cs* have been scrapped; 6 *Bs*, 2 *Cs*, and 2 *Ds* have been sold to the Orions; and 12 *As* have been sold to private interests in the Triangle. The *D-11* is no longer under production; it was manufactured at Taamar and H'renn.

The class name of "One Wing" and its nickname of "The One-Armed Bandit" derive obviously from its design, as well as from the Klingon *dath d'lan*. Many jokes circulate through Star Fleet concerning the design. The most long-lived of these has it that the designer was under pressure to have the design completed by a certain date. In order to satisfy his contract and spare his life, goes the story, the manufacturer completed the ship minus the starboard wing assembly.

D–16 (Swiftwind) CLASS VI DESTROYER



Construction Data:

Model Numbers —	A
Ship Class —	VI
Date Entering Service —	1/8805 – 2/1001
Number Constructed —	192
Hull Data:	
Superstructure Points —	8
Damage Chart —	C
Size	
Length —	190 m
Width —	100 m
Height —	28 m
Weight —	70,800 mt
Cargo	
Cargo Units —	30 SCU
Cargo Capacity —	1,500 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	ZD-5
Transporters —	
standard 6-person	2
emergency 18-person	1
cargo	1
Other Data:	
Crew —	180
Passengers —	10
Shuttlecraft —	1
Engines And Power Data:	
Total Power Units Available —	30
Movement Point Ratio —	3/1
Warp Engine Type —	KWC-1
Number —	2
Power Units Available —	14
Stress Charts —	L/O
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 8
Impulse Engine Type —	KIB-2
Power Units Available —	2
Weapons And Firing Data:	
Beam Weapon Type —	KD-2
Number —	4
Firing Arcs —	3f/p's, 1a
Firing Chart —	G
Maximum Power —	4
Damage Modifiers —	
+1	(1 – 10)
Shields Data:	
Deflector Shield Type —	KSC
Shield Point Ratio —	1/1
Maximum Shield Power —	9
Combat Efficiency:	
D/WDF —	38.4/5.6

Notes:

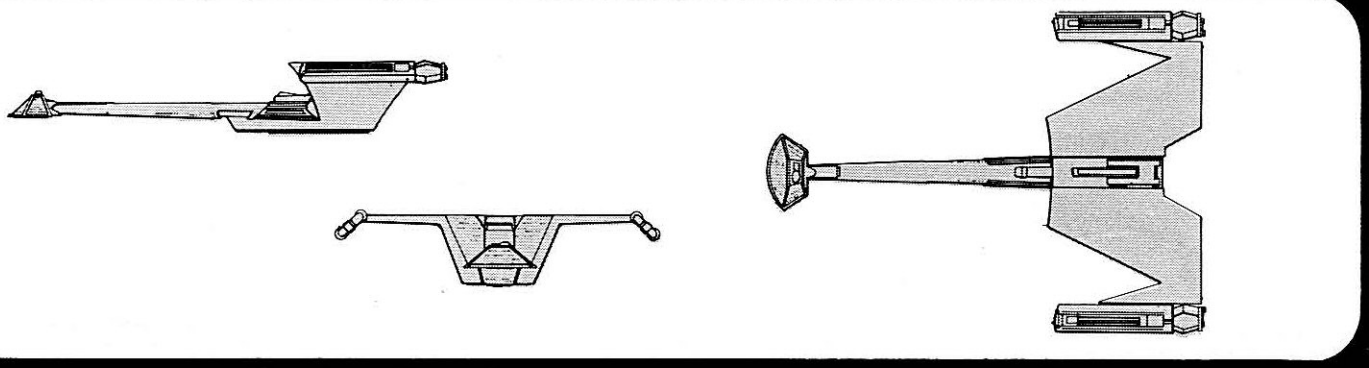
Known Sphere Of Operation: Interior of Klingon Empire

Data Reliability: A

Major Data Source: In posssession of Star Fleet

Of the 192 *D-16s* built, 27 are in reserve fleets, 123 have been destroyed, 11 have been captured (6 by Star Fleet, 4 by Romulans and 1 by Orions), 8 are listed as missing, 3 have been scrapped, 16 have been sold to ranking and prominent families in the Empire, and 4 have been sold to private interests within the Triangle. The *D-16,* named from the Klingon *kl'sarza,* was produced at Iosia.

D–18 (Gull) CLASS VII - IX DESTROYER



Construction Data:		
Model Numbers—	A	B
Ship Class—	VII	IX
Date Entering Service—	2/0108-2/1512	2/1110
Number Constructed—	231	358
Hull Data:		
Superstructure Points—	14	14
Damage Chart—	C	C
Size		
Length—	215 m	212 m
Width—	159 m	159 m
Height—	38 m	38 m
Weight—	90,500 mt	125,500 mt
Cargo		
Cargo Units—	65 SCU	70 SCU
Cargo Capacity—	3,250 mt	3,500 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	ZD-5	ZD-6
Transporters—		
standard 6-person	2	2
emergency 18-person	2	2
cargo	1	1
Cloaking Device Type—	None	None
Power Requirement—		
Other Data:		
Crew—	265	265
Passengers—	20	20
Shuttlecraft—	12	12
Engines And Power Data:		
Total Power Units Available—	38	42
Movement Point Ratio—	4/1	3/1
Warp Engine Type—	KWD-1	KWE-3
Number—	2	2
Power Units Available—	18	20
Stress Charts—	L/N	J/M
Maximum Safe Cruising Speed—	Warp 6	Warp 8
Emergency Speed—	Warp 8	Warp 9
Impulse Engine Type—	KIB-2	KIB-2
Power Units Available—	2	2
Weapons And Firing Data:		
Beam Weapon Type—	KD-5	KD-5
Number—	2	6
Firing Arcs—	1f/p, 1f/s	2f/p, 2f, 2f/s
Firing Chart—	P	P
Maximum Power—	4	4
Damage Modifiers—		
+2	(1 – 10)	(1 – 10)
+1	(11 – 18)	(11 – 18)
Beam Weapon Type—	KD-14	KD-14
Number—	1	1
Firing Arcs—	A	A
Firing Chart—	D	D
Maximum Power—	8	8
Damage Modifiers—		
+2	(1 – 6)	(1 – 6)
Missile Weapon Type—		
Number—		
Firing Arcs—		
Firing Chart—		
Power To Arm—		
Damage—		
Shields Data:		
Deflector Shield Type—	KSE	KSE
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	10	8
Combat Efficiency:		
D/WDF—	47.5/8.3	54.0/20.7

Notes:
Known Sphere Of Operation: Empire-wide use
Data Reliability: A for *D-18A* and *D-18B;* C for *D-18C*
Major Data Source: A and *B* models in Star Fleet possession; Klingon Sector Intelligence

The *D-18,* by far the most widely-used destroyer in the Klingon Imperial Navy, is found in every region of Klingon space and in the Triangle. There are even reports of *D-18* groups accompanying research efforts in the spinward areas.

Like other Klingon vessels, the *D-18* has the command pod forward of the main hull, though the boom or neck is considerably smaller than on other designs. The thin neck has no storage compartments or uses other than to contain a horizontal turbolift. The pod has jettison mechanism coupled with a small impulse drive system, but, unlike other self-contained pods, it contains no weapons. All the bridge crew quarters are located in the pod, as are food synthesizers and life-support systems.

The main hull of the *D-18* is very large and spacious, featuring the very effective compartmented design to reduce decompressive explosion in case of penetration. The warp drives are mounted at the outer edge of the wings, giving the ship a gull-wing appearance and its nickname. The warp engines may be jettisoned in case of an overload, leaving the hull to operate with its impulse drive system located center-aft. Inside the hull, forward of the impulse drive, is the engineering section for the entire ship, occupying a roomy eight decks. Forward of engineering, in the center-forward area of the main hull just above the connecting point for the boom, is the impressive shuttle bay, containing space for twelve shuttlecraft, more than most major warships. The beam weapons are mounted on the underside of the main hull, with the forward-firing KD-5s at the corners and center of the hull and the aft-firing KD-14 centrally mounted; in later models, the KD-14 is mounted on the bottom of the torpedo bay.

The Klingons call the class *Lara'atan,* which translates to "protector of brothers". The class is more commonly referred to as "Gull" by Star Fleet personnel, an obvious reference to its appearance.

When the *D-18A* entered service on Stardate 2/0108, the military situation along all borders was relatively calm. The Klingons, still recovering from the war with the Federation, did not wish to antagonize Star Fleet any more than necessary, so the first groups of *D-18As* were placed along the Romulan and Triangle borders. For three years, the *D-18As* performed patrol duties without incident.

In the ship's first combat test, three *D-18s* were ordered into the Triangle to intercept a Romulan convoy and destroy the transports. Intelligence reports had shown that there would be an escort of only one ship, a new *R-4* about which nothing was known. The *D-18s* approached the convoy from three different directions, hoping to catch the escort with flanking fire and dispatch it easily. The *R-4* was not alone, however, but was accompanied by another *R-4.* The Klingons began firing as soon as they were in range. In response, the Romulans concentrated all fire on first one of the *D-18s* and then another, doing heavy damage. The Klingon captains realized that their ships were underpowered and undergunned for this type of mission, and began a fighting withdrawal; one survived.

This engagement showed the Imperial Command that the *D-18* needed more efficient engines and a better array of weapons. As originally designed, the pod on the *D-18A* did carry beam weapons, but, by Stardate 2/1512, all of the old *A* models had been converted to *Bs.*

Of the 231 *D-18As* built, 156 have been converted to Bs, 62 have been destroyed, 4 (3 by the Romulans and 1 by Star Fleet) have been captured, 2 are listed as missing, 3 have been scrapped, and 3 have been sold to private interests in the Triangle.

The *D-18B* and later models have command pods with an angular appearance and no weaponry. In addition, the *D-18B* mounts the highly efficient KWE-3 warp drive system, giving cruising speeds of Warp 8 and emergency speeds of Warp 9, making the *D-18B* one of the fastest ships in known space, and providing more maneuverability and more power to the weapons systems. The addition of four more KD-5 disruptors gives this model the firepower lacking in the *D18A.* The only drawback of this model is that when the additional engine mass was added, the effectiveness of the shield generators decreased.

The *D-18B,* the most common model to be encountered, has served the Klingon Imperial Navy well and has been involved in many encounters both with the Federation and Romulans. The most notable of these is "The Kargon Incident". In this skirmish, Captain Kresz sutai Kargon, commanding a group of six *D-18Bs,* attacked a Federation outpost located in the Orion sector. Responding to the outpost's distress call was the *USS Kongo* (a *Constitution* class cruiser) accompanied by the *USS Halk* and *USS Rome* (both *Loknar* class frigates). The Federation ships arrived too late to save the outpost, but not too late to engage the Klingons. Detecting only three ships on sensors, one with severe damage and the others with minor damage, Captain J.C. Fredriksen of the *Kongo* ordered the *Loknars* to close with the Klingons and demand their surrender.

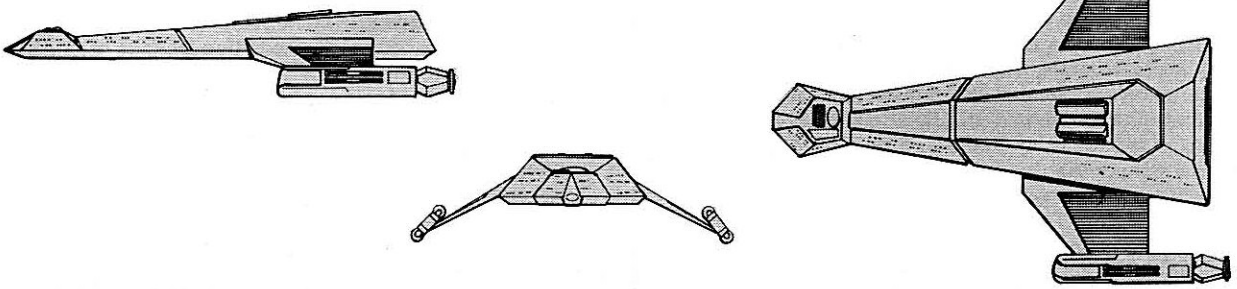
In the meantime, the *Kongo* approached the *D-18* lying dead in space. As the *Kongo* neared the vessel, sensors picked up three ships coming out of warp to the rear and the systems aboard the dead ship coming to life. Captain Fredriksen ordered the Helmsman to turn hard about, but it was too late. The damaged *D-18* destructed with such tremendous force that the *Kongo's* starboard warp nacelle was ripped from the hull and the port engine damaged beyond repair. The incoming *D-18s* fired into the burning wreck of the *Kongo* and completed the deed their comrades had begun. The *Halk* was so taken by surprise that it, too, never had a chance to return fire, and the first volley of shots from the oncoming *D-18s* totally destroyed the frigate. The *Rome,* however, opened fire on one of the disabled *D-18s* and scored two photon torpedo hits on its bridge and numerous phaser hits to its engines. The *Rome* then turned on the other disabled *D-18* and began firing as fast as it could, scoring hits with every shot. The *D-18s* rushing in from their attack on the *Halk* fired in unison, and the *Rome,* though it had fought valiantly, suffered the same fate as the other two Star Fleet vessels. News of this attack reached Star Fleet three days later when a communications marker from the *Rome* was retreived. From this report, it was also learned that the Klingon ships in this engagement were painted in bright blue colors. Ships of this description have been seen in and near the Triangle. Whether they are the ships of Captain Kresz sutai Kargon is unknown.

Of the 358 *D-18Bs* built, 257 remain in active service, 2 are used as training vessels, 82 have been destroyed, 9 have been captured (5 by Star Fleet and 4 by the Romulans), 4 are listed as missing, 1 has been scrapped, and 3 are in the service of ranking families in the Empire. The *D-18B* is currently being produced at the construction facilities located at H'renn and Iosia. These facilities have an average production rate of 20 ships per year.

The *D-18C* has an aft-firing photon torpedo, added to cover the weak spot of the ship. It also mounts a KSD shield generator, which has a binary transformer that produces shielding at twice the level of efficiency as the KSE system found on the *D-18B.*

Of the 82 *D-18Cs* built, 75 remain in active service, 4 have been destroyed, 1 is listed as missing, and 2 have been sold to private interests in the Triangle. The *D-18C* is currently being produced at Taamar, Fonawl, and Mustaka. Information received from Operation Dixie indicates that these facilities have a combined production rate of 18 per year.

K–23 (Little Killer) CLASS VI - VIII ESCORT



Construction Data:		
Model Numbers—	A	B
Ship Class—	VI	VII
Date Entering Service—	1/9702-2/0501	2/0101-2/1601
Number Constructed—	186	332
Hull Data:		
Superstructure Points—	12	12
Damage Chart—	C	C
Size		
Length—	194 m	194 m
Width—	138 m	138 m
Height—	38 m	38 m
Weight—	77,250 mt	87,300 mt
Cargo		
Cargo Units—	45 SCU	45 SCU
Cargo Capacity—	2,250 mt	2,250 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	ZD-5	ZD-5
Transporters—		
standard 6-person	1	1
cargo	1	1
Other Data:		
Crew—	170	175
Passengers—	15	15
Shuttlecraft—	2	2
Engines And Power Data:		
Total Power Units Available—	32	40
Movement Point Ratio—	4/1	4/1
Warp Engine Type—	KWC-2	KWD-1
Number—	2	2
Power Units Available—	14	18
Stress Charts—	L/O	L/N
Maximum Safe Cruising Speed—	Warp 7	Warp 6
Emergency Speed—	Warp 8	Warp 8
Impulse Engine Type—	KIC-2	KIC-2
Power Units Available—	4	4
Weapons And Firing Data:		
Beam Weapon Type—	KD-4	KD-4
Number—	3	3
Firing Arcs—	1f/p, 1f, 1f/s	1f/p, 1f, 1f/s
Firing Chart—	J	J
Maximum Power—	4	4
Damage Modifiers—		
+3		
+2		
+1	(1 – 10)	(1 – 10)
Beam Weapon Type—		
Number—		
Firing Arcs—		
Firing Chart—		
Maximum Power—		
Damage Modifiers—		
+3		
+2		
+1		
Shields Data:		
Deflector Shield Type—	KSE	KSI
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	10	12
Combat Efficiency:		
DWDF—	39.8/6	48.7/6

Notes:
Known Sphere Of Operation: Empire-wide use
Data Reliability: A for *K-23A, K-23B,* and *K-23D;* C for *K-23E;* D for *K-23F*
Major Data Source: Models *A, B,* and *D* in Star Fleet possession; Klingon Sector Intelligence

As the Four Years War dragged on and the Klingon lines of supply grew longer, it became apparent to the Klingon Imperial Command that ships designed to perform escort duties were needed. This need had been forseen when the war was in its planning stages, but the tenacity of Star Fleet was unexpected as the Klingons had never fought a protracted war. The shortage of combat vessels at the front would only permit the Klingons to detail lone destroyers as escorts, but as the raids mounted, the High Command began pulling more and more ships from the front to protect the much-needed supplies. By Stardate 1/97, the advances into Federation territory had stalled, and the *K-23* was put into production to end the impasse.

When the *K-23,* perhaps the most deadly escort vessel in known space, was commissioned into service in 1/9702, its appearance seemed to signify an end to a Klingon tradition in ship design. Earlier designs were a blend of rounded surfaces ending in sharp lines, and the *K-23* was a wedge of angular, flat surfaces with no boom or command pod, and no large main hull flying along behind.

The most notable reason for the change in design concept had to do with the war against the Federation. The first and foremost of these was the confusion factor. The Klingons decided to begin a propaganda war against the UFP, and the *K-23* was to play a key role. Its angular design would not be readily identifiable as Klingon, and the confusion sowed by this uncertainty could only benefit the Klingon cause. The Klingons started rumors about having an unknown ally, and supported this propaganda by crewing the first *K-23s* operating in the war zone with Romulan-fusion Klingons. So complete was this ruse that the crewmembers were trained in a battle-language known only to themselves. These hand-picked crews had orders that they were never to be taken prisoners nor was their ship ever to fall into enemy hands, tactics that were to give the class its name (from the Klingon *talat kh'exesta*).

The decision to mount the KWC-1 warp drive system on the earliest *K-23s* produced was one of economics. Though the original plans for the *K- 23* called for the more powerful KWD-1 system, not only was the KWC cheaper but it was being produced at the same shipyards as the *K-23.* This savings in time and money would cost the vessels some of their maneuverability, but, in the Klingon mind, this was a favorable trade-off for being able to produce ships rapidly enough to continue the offensive against the Federation. Even so, the *K-23A* could cruise at Warp 7, fast enough for the ships to shuttle between convoys travelling at Warp 6 and provide them more protection. The early-model vessels mounted three KD-4 disruptors, each with independent fire control stations, giving them the ability to deliver a more destructive blow than most of the vessels in Star Fleet.

Of the 186 *K-23As* built, 129 have been converted to *Bs,* 54 have been destroyed, and 3 have been captured by Star Fleet. Production of the *K-23A* was halted shortly after the war in response to an Imperial Command order that shipyards would begin producing major components required for the vessels made at their facilities. The result of this order was the *K-23B.*

The KWD-1 warp drive system mounted on the *K-23B* delivers more power at the same efficiency rating. Though it is only capable of cruising at Warp 6, the reduction in cruising speed did not effect maneuverability. An improved shield generator also was installed, with the KSI shielding system deliver more protection.

On Stardate 2/1309, the *B* models were given a general recall, and, by Stardate 2/1601, the refit to the *K-23D* was complete on all existing vessels. Of the 332 *K-23Bs* built or converted, 289 have been converted to *D* models (72 of these were converted *A* models), 28 have been destroyed, 3 have been captured (2 by the Romulans and 1 by Star Fleet), 6 are listed as missing, 4 have been scrapped, and 2 have been sold to the Orions.

The *K-23D* was introduced on Stardate 2/1403 with the commissioning of 33 converted *B* models and 4 newly-built ships. The new model was given a more efficient shield generator, though it actually delivered less protection to any one area. The superstructure was strengthened, and the addition of the KD-13 disruptor increased the offensive range by 120% and the destructive power by 25%. This increase in firepower seems impressive but, in light of existing phaser technology, the *K-23D* is actually undergunned. With only one of its three disruptors able to fire at 220,000 km and the other two at 100,000 km, the escorts are not able to defend against larger vessels that can stand off at extreme range and deliver multiple blows. This shortcoming has been overcome by increasing the number of vessels escorting a convoy.

Of the 416 *K-23Ds* built, 322 remain in active service, 24 are in reserve fleets, 4 are used as training vessels, 47 have been destroyed, 5 have been captured (3 by the Romulans and 2 by Star Fleet), 6 are listed as missing, 3 have been scrapped, 2 have been traded to private interests in the Triangle, and 3 have been sold to prominent families within the Empire. Since the introduction of the vessel, the shipyards at Taamar and Iosia have been producing *K-23Ds* at an approximate rate of 14 per year.

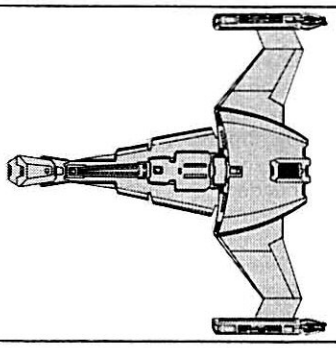
Soon after the *K-23D* entered service, the *K-23E* was introduced with all disruptors upgraded to the KD-13, giving the ships the ability to engage their targets at extended ranges. Even with this increase in offensive range, the *K-23s* are still found in large groups. The escorts usually operate in flights of three, and one flight will be dispatched with every group of nine transports or freighters. During the Four Years War, the practice had been one escort per nine ships.

Of the 166 *K-23Es* built, 139 remain in active service, 19 have been destroyed, 3 are listed as missing, 1 has been traded to the Orions, and 4 are in the service of ranking families of the Empire. They are being produced at the facilities of Taamar, Iosia, and H'renn at an approximate rate of 20 per year.

The *K-23F,* never directly encountered by Star Fleet, is reported to use the KID-2 impulse drive system and to mount six KD-9 disruptors with fields of fire that include the aft sector. The new weapon arrangement is said to be easily identified by the large, ball-mounted disruptor emplacement on the underside of the bridge and amidships. The *K-23F* also reportedly has a strengthened superstructure and a more efficient shielding system as well. Ship data experts feel the increased abilities of the *K-23* have made it a most dangerous foe.

The *K-23F* is rarely seen along Federation borders or in the Triangle. Of the about 100 *K-23Fs* thought to have been built, approximately 80 remain in active service. The disposition of the remaining vessels is unknown at the time of this printing. Intelligence data gathered by Operation Dixie suggests that these vessels are being used along the Klingon coreward borders. The entire complement of vessels constructed at H'renn and Iosia have been sent to this area, though it appears that only half of those produced at Taamar have been sent coreward. This would account for the limited number sighted by Star Fleet and the Romulans.

K–24 (Winner) CLASS VII ESCORT



Construction Data:

Model Numbers —	A
Ship Class —	VII
Date Entering Service —	2/1202
Number Constructed —	120

Hull Data:

Superstructure Points —	12
Damage Chart —	C
Size	
Length —	98 m
Width —	100 m
Height —	24 m
Weight —	81,000 mt
Cargo	
Cargo Units —	55 SCU
Cargo Capacity —	2,750 mt
Landing Capability —	Yes

Equipment Data:

Control Computer Type —	ZD-6
Transporters —	
standard 6-person	2
emergency 18-person	1
cargo	1

Other Data:

Crew —	160
Passengers —	20
Shuttlecraft —	4

Engines And Power Data:

Total Power Units Available —	38
Movement Point Ratio —	3/1
Warp Engine Type —	KWC-2
Number —	2
Power Units Available —	18
Stress Charts —	L/O
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 9
Impulse Engine Type —	KIB-2
Power Units Available —	2

Weapons And Firing Data:

Beam Weapon Type —	KD-6
Number —	4
Firing Arcs —	1f/p, 1f/s, 1p/a, 1s/a
Firing Chart —	T
Maximum Power —	6
Damage Modifiers —	
+2	(1 – 18)

Shields Data:

Deflector Shield Type —	KSN
Shield Point Ratio —	2/3
Maximum Shield Power —	15

Combat Efficiency:

D/WDF —	65.2/20.4

Notes:

Known Sphere Of Operation: Coreward and spinward areas

Data Reliability: D

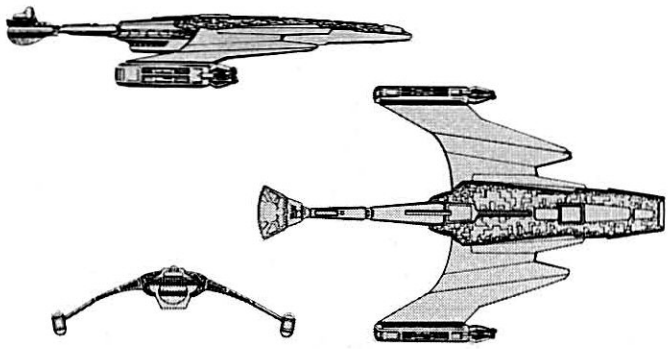
Major Data Source: Operation Dixie

Although these vessels have never been reported along Federation borders, it is quite possible that they could appear there at anytime. The only contact with one of these vessels has been through Operation Dixie. What is known about their combat capabilities is reflected in the data chart. It should be noted that the *K-24* is very maneuverable and has powerful shields. There is insufficient data to suggest that more than one model is in existence.

Intelligence reports show that these vessels are being produced at the Fonawl facility and, from there, being assigned to the coreward or spinward areas. A second facility may be located at Gerly, but this is unconfirmed.

The class is named from the Klingon *kom ka'des*, which translates to "forever the winner".

L–6 (Defender) CLASS VIII - IX FRIGATE



Construction Data:			
Model Numbers —	B	G	I
Ship Class —	VIII	VIII	IX
Date Entering Service —	1/9204 – 2/1006	2/0703	2/0911
Number Constructed —	84	110	103
Hull Data:			
Superstructure Points —	20	20	20
Damage Chart —	B	B	B
Size			
Length —	200 m	200 m	200 m
Width —	120 m	120 m	120 m
Height —	30 m	30 m	42 m
Weight —	100,700 mt	101,600 mt	123,000 mt
Cargo			
Cargo Units —	140 SCU	140 SCU	140 SCU
Cargo Capacity —	7,000 mt	7,000 mt	7,000 mt
Landing Capability —	None	None	None
Equipment Data:			
Control Computer Type —	ZD-5	ZD-5	ZD-5
Transporters —			
standard 6-person	4	4	4
combat 22-person	3	3	3
emergency 18-person	2	2	2
cargo	2	2	2
Other Data:			
Crew —	300	310	335
Troops —	300	300	320
Shuttlecraft —	2	2	6
Engines And Power Data:			
Total Power Units Available —	38	38	34
Movement Point Ratio —	4/1	4/1	3/1
Warp Engine Type —	KWD-1	KWD-1	KWE-1
Number —	2	2	2
Power Units Available —	18	18	11
Stress Charts —	L/N	L/N	I/L
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIB-2	KIB-2	KIE-2
Power Units Available —	2	2	12
Weapons And Firing Data:			
Beam Weapon Type —	KD-6	KD-6	KD-6
Number —	2	4	8
Firing Arcs —	2f	4F	1f/p, 4f, 1f/s, 2a
Firing Chart —	T	T	T
Maximum Power —	6	6	6
Damage Modifiers —			
+2	(1 – 18)	(1 – 18)	(1 – 18)
Beam Weapon Type —	KD-4	KD-7	
Number —	4	4	
Firing Arcs —	1f/p, 1f/s, 1f/p, 1f/s	2f, 2a	
Firing Chart —	J	L	
Maximum Power —	4	7	
Damage Modifiers —			
+2		(1 – 6)	
+1	(1 – 10)	(7 – 12)	
Shields Data:			
Deflector Shield Type —	KSE	KSJ	KSG
Shield Point Ratio —	1/1	2/3	1/2
Maximum Shield Power —	9	12	9
Combat Efficiency:			
D:WDF —	55.1/18.2	66.1/35.6	72.6/40.8

Notes:

Known Sphere Of Operation: Spinward and Coreward borders; Federation border

Data Reliability: C

Major Data Source:

Klingon Sector Intelligence, Operation Dixie

The first encounters with the *L-6* frigate came during the Four Years War. Though few of them were met in actual battle, those that did were usually victorious; none was ever captured and only three were destroyed. On Stardate 1/9602, in an engagement that was to typify all subsequent encounters with these vessels in the war, two *Larson* class destroyers and a *Loknar* class frigate were bludgeoned by a single *L-6*. The destroyers *Eylau* and *Jutland* were patrolling the outer fringes of the Falgor system, left behind with the frigate *Proxima* when the main body of the Federation fleet withdrew to reform and ready itself for the inevitable Klingon thrust. The destroyers encountered the *L-6* as it entered the area, readied themselves for combat, and dispatched a message to the *Proxima* requesting assistance. The *Jutland* called for the Klingon vessel to surrender as it approached. The *L-6* responded by firing on the *Eylau*, damaging its impulse drive system. The *Jutland* closed to extreme range and opened fire, but the damage it inflicted was negligible. While the Klingon ship was concentrating on the incoming *Jutland*, the *Eylau* managed to damage a warp engine, causing the *L-6* to turn on the *Eylau* with a withering barrage, destroying the *Eylau's* warp drive controls and causing it to go dead in space. Once again, the *Jutland* fired to minimal effect, and the *L-6* renewed its fire on the *Jutland*, which was no match for the Klingon frigate either in terms of firepower or range. The *Jutland* received one damaging blow after another, all from extreme range for its weapons. When the *L-6* eventually closed for the kill, it was frustrated by the arrival of the *Proxima*. Approaching the Klingon from the rear, the *Proxima* closed rapidly and delivered a devastating blow to the engineering section, only to be surprised by the Klingon's aft-firing disruptors, which delivered a volley into the bridge and forced it to withdraw. Luckily for the Federation vessels, the moderately-damaged *L-6* decided to withdraw, leaving the *Eylau* damaged beyond repair, the *Jutland* severely damaged, and the *Proxima* lightly damaged.

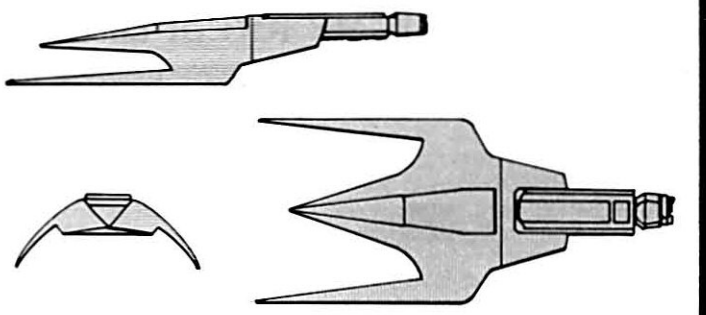
The *L-6A* went through an interesting change around Stardate 2/09, when the warp engines were changed from the KWD-1 to the KWE-1, and the impulse system was upgraded to the more powerful KIE-2. The warp engines delivered less power than the earlier designs but were more efficient. The impulse system increased its power output over the earlier system by 600%. The overall output of power decreased, however the maneuverability increased. Further changes included the addition of more troops and shuttlecraft as well as improved weaponry and shields. This modification did not alter the basic weakness in the *L-6* design, its amidships warp engines.

Of the approximately 300 *L-6s* built, about 230 remain in active service and about 50 have been destroyed; the disposition of the remainder is unknown. Operation Dixie reports indicate that the *L-6* is produced at the Kodal facility.

The class name is translated from the Klingon *t'h'lar.*

K–3 (Kalath) CLASS II GUNBOAT

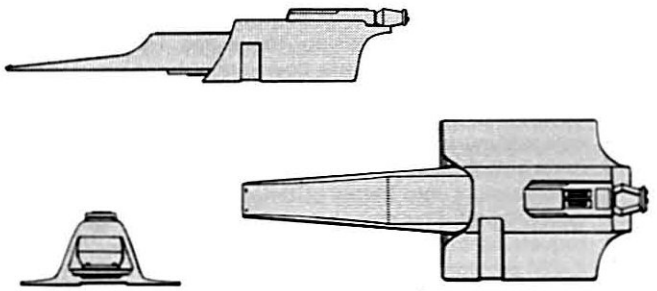
Construction Data:		
Model Numbers —	A	B
Ship Class —	II	II
Date Entering Service —	1:8909-2:1106	1:9212
Number Constructed —	466	1,336
Hull Data:		
Superstructure Points —	3	3
Damage Chart —	C	C
Size		
Length —	53 m	53 m
Width —	23 m	23 m
Height —	9 m	9 m
Weight —	8,300 mt	8,500 mt
Cargo		
Cargo Units —	2 SCU	2 SCU
Cargo Capacity —	100 mt	100 mt
Landing Capability —	Yes	Yes
Equipment Data:		
Control Computer Type —	ZD-2	ZD-2
Transporters —		
standard 6-person	1	1
Other Data:		
Crew —	10	10
Engines And Power Data:		
Total Power Units Available —	12	15
Movement Point Ratio —	1/1	1/1
Warp Engine Type —	KWA-2	KWB-2
Number —	1	1
Power Units Available —	10	12
Stress Charts —	P/Q	O/P
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 7
Impulse Engine Type —	KIA-2	KIB-1
Power Units Available —	2	3
Weapons And Firing Data:		
Beam Weapon Type —	KD-2	KD-2
Number —	2	2
Firing Arcs —	F	F
Firing Chart —	G	G
Maximum Power —	4	4
Damage Modifiers —		
+1	(1 – 10)	(1 – 10)
Shields Data:		
Deflector Shield Type —	KSB	KSC
Shield Point Ratio —	1:1	1:1
Maximum Shield Power —	10	11
Combat Efficiency:		
D:WDF —	35.8:2.8	40.8:2.8



Notes:
Known Sphere Of Operation: Empire Interior
Data Reliability: A
Major Data Source: Vessel in Star Fleet possession

Of the 1802 *K-3s* built, 997 remain in active service, 222 are in reserve fleets, 18 are used as training vessels, 315 have been destroyed, 31 have been captured (14 by the Romulans, 9 by Star Fleet, 4 by private interests in the Triangle, and 4 by Orions), 27 are listed as missing, 123 were traded to the Romulans, 6 have been traded and 38 sold to private interests in the Triangle, 14 have been sold to Orions, and 11 have been sold to prominent families within the Empire. The *K-3*, formerly produced at Taamar, Gnuu Re', and Z'hai, is no longer in production.

The class is named for a small, nocturnal predator native to Veridor.



Notes:
Known Sphere Of Operation: Empire-wide use
Data Reliability: A for *K-5B;* B for *K-5C*
Major Data Source: K-5B in Star Fleet possession; Klingon Sector Intelligence

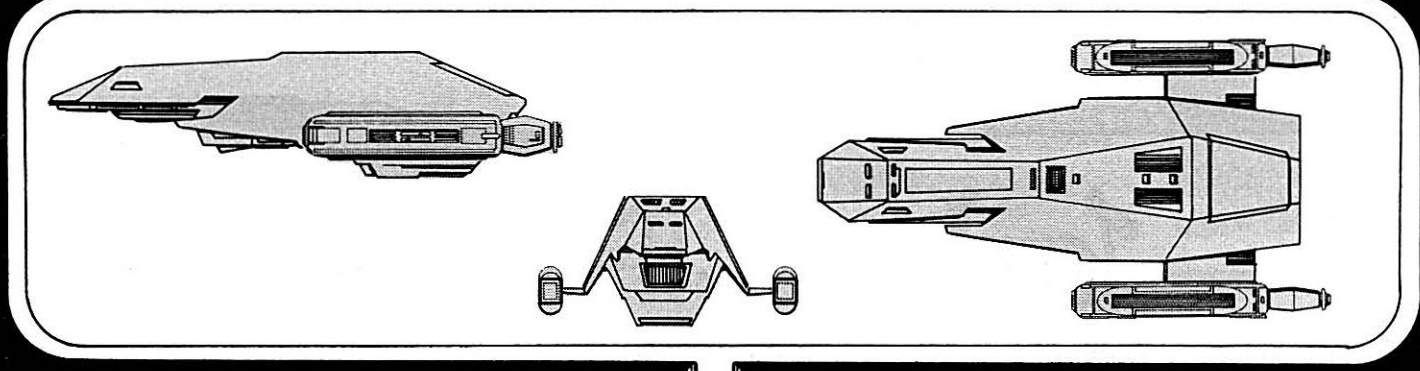
Of the 765 *K-5s* built, 577 remain in active service, 8 are used as training vessels, 106 have been destroyed, 5 *Bs* have been captured by Star Fleet, 29 are listed as missing, 6 have been scrapped, 12 traded to elements in the Triangle, and 22 are in the service of prominent and ranking families within the Empire. *K-5s* are being produced at Iosia, Fonawl, and Z'hai at a rate of 40 per year.

The class name is a translation of the Klingon *v's'talo.*

K–5 (Watcher) CLASS II - III GUNBOAT

Construction Data:	
Model Numbers —	B
Ship Class —	II
Date Entering Service —	2:0711-2:1803
Number Constructed —	403
Hull Data:	
Superstructure Points —	3
Damage Chart —	C
Size	
Length —	94 m
Width —	38 m
Height —	18 m
Weight —	12,950 mt
Cargo	
Cargo Units —	15 SCU
Cargo Capacity —	750 mt
Landing Capability —	Yes
Equipment Data:	
Control Computer Type —	ZD-2
Transporters —	
standard 6-person	1
Other Data:	
Crew —	18
Passengers —	6
Engines And Power Data:	
Total Power Units Available —	14
Movement Point Ratio —	1/1
Warp Engine Type —	KWB-2
Number —	1
Power Units Available —	12
Stress Charts —	O/P
Maximum Safe Cruising Speed —	Warp 6
Emergency Speed —	Warp 7
Impulse Engine Type —	KIA-2
Power Units Available —	2
Weapons And Firing Data:	
Beam Weapon Type —	KD-3
Number —	2
Firing Arcs —	F
Firing Chart —	I
Maximum Power —	5
Damage Modifiers —	
+3	
+2	
+1	(1 – 12)
Shields Data:	
Deflector Shield Type —	KSE
Shield Point Ratio —	1:1
Maximum Shield Power —	12
Combat Efficiency:	
D:WDF —	41.3:5.4

K–4 (Enforcer) CLASS II GUNBOAT



Construction Data:		
Model Numbers —	A	B
Ship Class —	II	II
Date Entering Service —	2/1103	2/1308
Number Constructed —	461	480
Hull Data:		
Superstructure Points —	3	4
Damage Chart —	C	C
Size		
Length —	56 m	56 m
Width —	28 m	28 m
Height —	14 m	14 m
Weight —	9,688 mt	11,008 mt
Cargo		
Cargo Units —	4 SCU	4 SCU
Cargo Capacity —	200 mt	200 mt
Landing Capability —	Yes	Yes
Equipment Data:		
Control Computer Type —	ZD-2	ZD-2
Transporters —		
standard 6-person	1	1
Other Data:		
Crew —	12	12
Passengers —	6	6
Engines And Power Data:		
Total Power Units Available —	12	12
Movement Point Ratio —	1/2	1/2
Warp Engine Type —	KWA-1	KWA-1
Number —	2	2
Power Units Available —	5	5
Stress Charts —	O/P	O/P
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIA-2	KIA-2
Power Units Available —	2	2
Weapons And Firing Data:		
Beam Weapon Type —	KD-2	KD-3
Number —	3	2
Firing Arcs —	2 p/f/s, 1 a/p/s	2 p/f/s
Firing Chart —	G	I
Maximum Power —	4	5
Damage Modifiers —		
+1	(1 – 10)	(1 – 12)
Beam Weapon Type —		KD-2
Number —		1
Firing Arcs —		a/p/s
Firing Chart —		G
Maximum Power —		4
Damage Modifiers —		
+1		(1 – 10)
Shields Data:		
Deflector Shield Type —	KSE	KSE
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	12	12
Combat Efficiency:		
D/WDF —	55.3/4.2	55.3/6.8

Notes:

Known Sphere Of Operation: Empire-wide use.

Data Reliability: B

Major Data Source: Triangle Sector Intelligence, Klingon Sector Intelligence

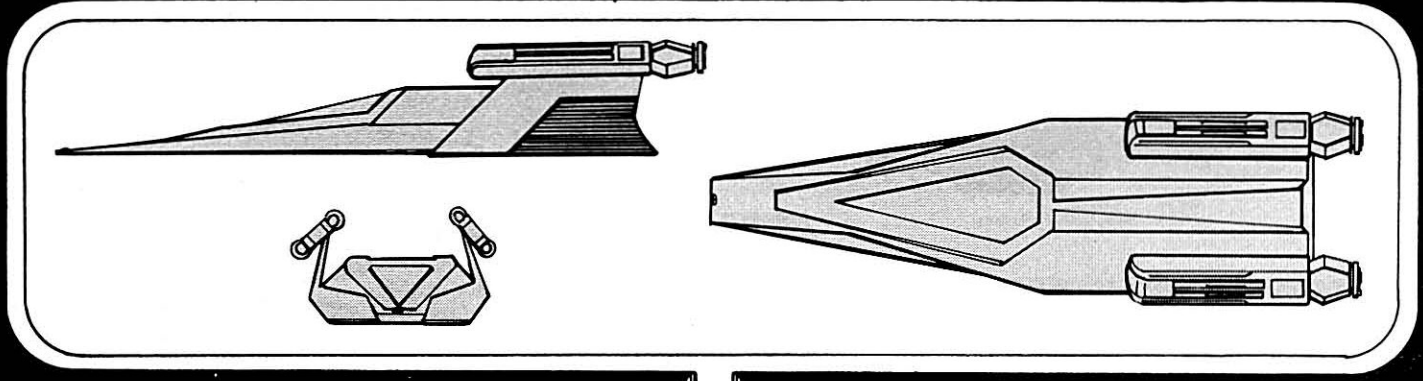
The *K-4* gunboat/corvette, one of the most maneuverable vessels in known space, is designed to perform two different missions: in-system patrol duties or outpost/border patrol duties when acting as a gunboat, and rapid attack in mass assaults when acting as a corvette. When operating in its gunboat role, the *K-4* carries a squad of six marines who are beamed aboard vessels that come under inspection, where they maintain order while the ship is being searched.

The vessel's usefulness as a corvette is exemplified by a search- and-destroy mission led by Admiral zantai Kaneida. On Stardate 2/1811, a small group of Klingon warships, including 25 *K-4s*, entered the Triangle to destroy or capture any Romulan forces they might encounter. This force enjoyed great success by using variations on a tactical plan, created by the Admiral himself. The plan called for the destroyers to meet and pin the enemy while the cruisers could maneuver into firing positions. When the cruisers began firing, the *K-4s* would rush in, concentrating their fire on single targets, then zoom away, only to come back again after another target. Whenever a target ship was assaulted by the *K-4s*, it was under such intense fire from a capital ship that it could not afford to redirect its fire into so many smaller targets. This tactic proved so successful that, although the mission lasted until Stardate 2/2009, only one cruiser, two destroyers, and seven *K-4s* were lost. Because of this, similar groups have been formed and can be seen operating along Federation borders and within the Triangle.

Of the 941 *K-4s* built, 331 *As* and 392 *Bs* remain in active service, 6 of each type are used as training vessels, 106 *As* and 63 *Bs* have been destroyed, 8 *As* and 3 *Bs* have been captured by the Romulans, 4 *As* and 5 *Bs* have been captured by Star Fleet, and 1 *A* and 2 *Bs* have been captured by the Orions, 3 *As* and 7 *Bs* are listed as missing, and two each have been sold to ranking families within the Empire. The *K-4* is manufactured at Iosia, Gnuu Re', Fonawl, and H'rez. The estimated rate of production is 50 per year.

The class is named from the translation of the Klingon *kl'xenova.*

K–6 (Administrator) CLASS II - IV GUNBOAT



Construction Data:		
Model Numbers —	A	C
Ship Class —	II	IV
Date Entering Service —	2/1102-2/1901	2/1306
Number Constructed —	62	367
Hull Data:		
Superstructure Points —	3	6
Damage Chart —	C	C
Size		
Length —	54 m	55 m
Width —	23 m	23 m
Height —	10 m	10 m
Weight —	14,600 mt	26,900 mt
Cargo		
Cargo Units —	16 SCU	13 SCU
Cargo Capacity —	800 mt	650 mt
Landing Capability —	Yes	Yes
Equipment Data:		
Control Computer Type —	ZD-4	ZD-4
Transporters —		
standard 6-person	1	1
Other Data:		
Crew —	8	9
Passengers —	4	4
Engines And Power Data:		
Total Power Units Available —	22	20
Movement Point Ratio —	2/1	1/1
Warp Engine Type —	KWA-2	KWB-1
Number —	2	2
Power Units Available —	10	9
Stress Charts —	Q/R	O/Q
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIC-1	KIC-1
Power Units Available —	2	2
Weapons And Firing Data:		
Beam Weapon Type —	KD-7	KD-7
Number —	1	2 in 1 bank
Firing Arcs —	F	p/s
Firing Chart —	L	L
Maximum Power —	7	7
Damage Modifiers —		
+2	(1 – 6)	(1 – 6)
+1	(7 – 12)	(7 – 12)
Beam Weapon Type —		KD-4
Number —		1
Firing Arcs —		A
Firing Chart —		J
Maximum Power —		4
Damage Modifiers —		
+1		(1 – 10)
Shields Data:		
Deflector Shield Type —	KSM	KSJ
Shield Point Ratio —	1/1	2/3
Maximum Shield Power —	15	15
Combat Efficiency:		
D:WDF —	41.8/3.8	71.3/9.6

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Data Source: K-6A in Star Fleet possession; Orion Sector Intelligence, Klingon Sector Intelligence

K-6 gunboats are found in all areas of Klingon space, especially those occupied by servitor races, where it patrols star systems in groups of five looking for black-marketeers and others involved in illegal acts. It is not intended to deal with capital ships. The *K-6* is particularly well- known in the Triangle, where many operate, either under the Klingon banner or some other; recent information indicates that six of the Romulan version, the *P-12*, operate almost exclusively there.

The *K-6A,* introduced on Stardate 2/1102 at both Fonawl and Taamar, mounted the KWA-2 warp drive system. This was found to be inadequate for maneuvering the vessel, and the *K-6B* was designed with improved engines. Before this model was put into production, however, it was replaced with the *K-6C,* which had improved weapons and shield generators.

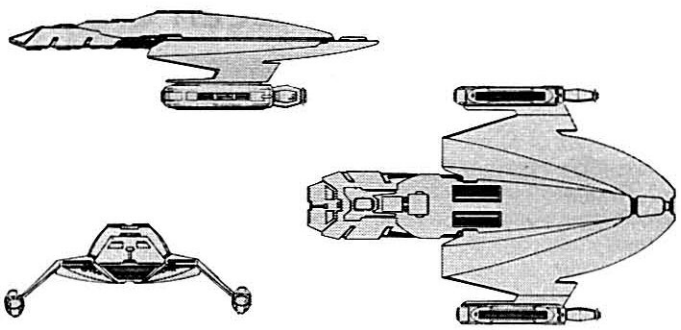
The *K-6C* is more maneuverable, has better than double the firepower, has shields that are 50% more efficient, and has a superstructure capable of taking twice as much damage. Refitting all existing vessels to this configuration was begun immediately, and was completed on Stardate 2/1901.

Of the 1043 *K-6s* built, 688 remain in active service, 8 are used as training vessels, 92 have been destroyed, 16 have been captured (8 by private interests in the Triangle, 4 by the Romulans, 2 by Orions and 2 by Star Fleet), 11 are listed as missing, 3 have been scrapped, 220 traded to the Romulans (all engines, weapons, and shield systems were removed), and 5 are in the service of a ranking family of the Empire. The *K-6* is now being produced at the Taamar, Fonawl, and H'rez facilities at a rate of 60 per year.

The class name is translated from the Klingon *lar'hal.*

K–14 (Pathmaker) CLASS IV SCOUT

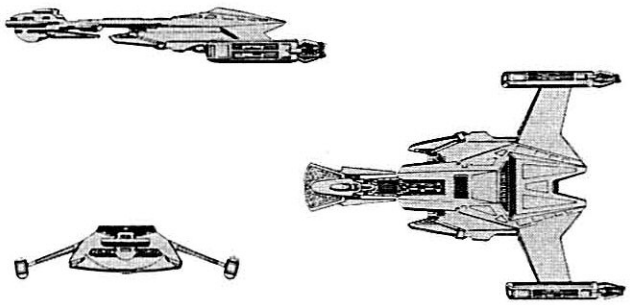
Construction Data:		
Model Numbers —	A	C
Ship Class —	IV	IV
Date Entering Service —	2/0209 – 1103	2/0902
Number Constructed —	105	145
Hull Data:		
Superstructure Points —	6	7
Damage Chart —	B	B
Size		
Length —	145 m	145 m
Width —	100 m	100 m
Height —	35 m	35 m
Weight —	27,050 mt	30,000 mt
Cargo		
Cargo Units —	10 SCU	10 SCU
Cargo Capacity —	500 mt	500 mt
Landing Capability —	Yes	Yes
Equipment Data:		
Control Computer Type —	ZD-4	ZD-4
Transporters —		
standard 6-person	1	1
Other Data:		
Crew —	16	16
Shuttlecraft —	1	1
Engines And Power Data:		
Total Power Units Available —	20	27
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	KWB-1	KWB-2
Number —	2	2
Power Units Available —	9	12
Stress Charts —	O/Q	P/Q
Maximum Safe Cruising Speed —	Warp 6	Warp 8
Emergency Speed —	Warp 7	Warp 9
Impulse Engine Type —	KIC-1	KIB-1
Power Units Available —	2	3
Weapons And Firing Data:		
Beam Weapon Type —	KD-4	KD-7
Number —	3	3
Firing Arcs —	2f p s, 1a	2f p s, 1a
Firing Chart —	J	L
Maximum Power —	4	7
Damage Modifiers —		
+2		(1 – 6)
+1	(1 – 10)	(7 – 12)
Missile Weapon Type —		
Number —		
Firing Arcs —		
Firing Chart —		
Power To Arm —		
Damage —		
Shields Data:		
Deflector Shield Type —	KSI	KSM
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	14	15
Combat Efficiency:		
D/WDF —	42.6/6	54.3/7.6



Notes:
Known Sphere Of Operation: Coreward and Spinward areas
Data Reliability: D
Major Data Source: Operation Dixie

Of the approximately 350 *K-14s* built at Z'hai, intelligence reports indicate that about 225 of them remain in active service, and approximately 100 have been destroyed. The remaining dispositions are uncertain at the time of this printing.

The class name is a rough translation of the Klingon *tas'esta.*



Notes:
Known Sphere Of Operation: Triangle and Spinward areas
Data Reliability: A
Major Data Source: Vessels in Star Fleet possession

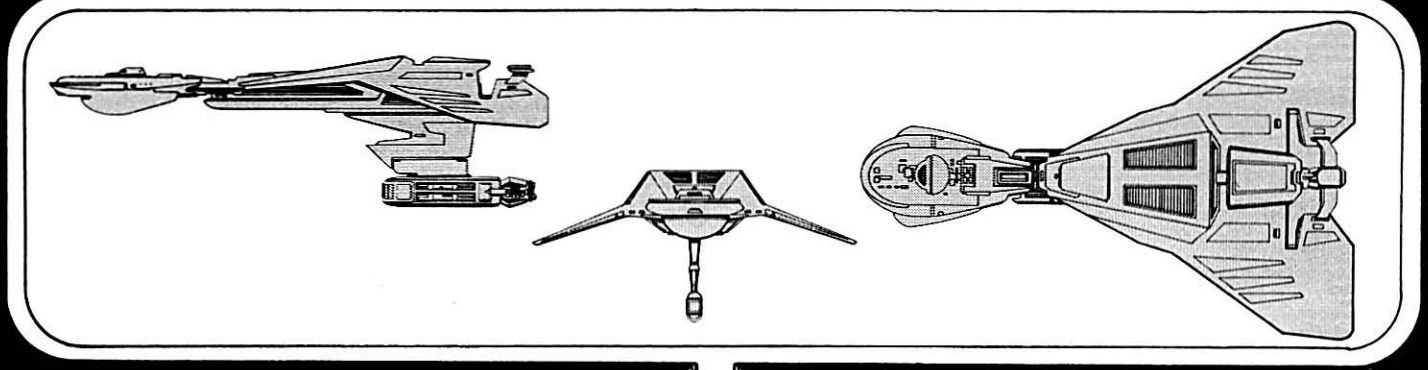
Of the 132 *K-17s* built at Taamar, 46 *As* and 21 *Ds* have been destroyed, 5 *As* and 2 *Ds* have been captured by Star Fleet, 3 *As* have been captured by the Romulans, 6 *As* and 3 *Ds* are listed as missing, 14 *As* and 16 *Ds* have been traded or sold to private interests in the Triangle, and 10 *As* and 2 Ds are in the service of ranking families in the Empire.

The class name is a translation of the Klingon *z'mortama.*

K–17 (Death Stalker) CLASS III SCOUT

Construction Data:		
Model Numbers —	A	D
Date Entering Service —	1/8808-2/0003	1/9612 – 2/10021
Number Constructed —	84	44
Hull Data:		
Superstructure Points —	5	5
Damage Chart —	C	C
Size		
Length —	130 m	130 m
Width —	90 m	90 m
Height —	20 m	21 m
Weight —	17,200 mt	23,150 mt
Cargo		
Cargo Units —	10 SCU	10 SCU
Cargo Capacity —	500 mt	500 mt
Landing Capability —	Yes	Yes
Equipment Data:		
Control Computer Type —	ZD-4	ZD-3
Transporters —		
standard 6-person	1	1
Other Data:		
Crew —	14	14
Engines And Power Data:		
Total Power Units Available —	23	21
Movement Point Ratio —	3/1	1/1
Warp Engine Type —	KWA-2	KWB-1
Number —	2	2
Power Units Available —	10	9
Stress Charts —	Q/R	O/Q
Maximum Safe Cruising Speed —	Warp 6	Warp 7
Emergency Speed —	Warp 7	Warp 8
Impulse Engine Type —	KIA-3	KIA-3
Power Units Available —	3	3
Weapons And Firing Data:		
Beam Weapon Type —	KD-1	KD-4
Number —	3	3
Firing Arcs —	2f, 1a	2f, 1a
Firing Chart —	B	J
Maximum Power —	4	4
Shields Data:		
Deflector Shield Type —	KSB	KSC
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	8	11
Combat Efficiency:		
D/WDF —	29.1/2.1	49.6/6

K–15 (Unseen Creeper) CLASS IV - V SCOUT



Construction Data:		
Model Numbers —	A	D
Ship Class —	IV	V
Date Entering Service —	2/0307-1202	2/1101
Number Constructed —	91	238
Hull Data:		
Superstructure Points —	7	8
Damage Chart —	C	C
Size		
Length —	100 m	110 m
Width —	155 m	155 m
Height —	45 m	50 m
Weight —	39,100 mt	41,100 mt
Cargo		
Cargo Units —	20 SCU	30 SCU
Cargo Capacity —	1,000 mt	1,500 mt
Landing Capability —	Yes	Yes
Equipment Data:		
Control Computer Type —	ZD-3	ZD-4
Transporters —		
standard 6-person	1	1
cargo	1	1
Other Data:		
Crew —	120	124
Passengers —	2	2
Engines And Power Data:		
Total Power Units Available —	16	20
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	KWC-1	KWC-2
Number —	1	1
Power Units Available —	14	18
Stress Charts —	K/N	L/N
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIC-1	KIC-1
Power Units Available —	2	2
Weapons And Firing Data:		
Beam Weapon Type —	KD-3	KD-3
Number —	4	4
Firing Arcs —	2f, 1a/p, 1a/s	2f, 1a/p, 1a/s
Firing Chart —	I	I
Maximum Power —	5	5
Damage Modifiers —		
+2		
+1	(1 – 12)	(1 – 12)
Missile Weapon Type —		
Number —		
Firing Arcs —		
Firing Chart —		
Power To Arm —		
Damage —		
Shields Data:		
Deflector Shield Type —	KSI	KSJ
Shield Point Ratio —	1/1	2/3
Maximum Shield Power —	14	14
Combat Efficiency:		
D/WDF —	41.5/10.8	53.4/10.8

Notes:

Known Sphere Of Operation: Empire-wide use, frequently operates in Spinward frontiers and the Triangle

Data Reliability: A for *K-15A;* C for *K-15D, K-15E*

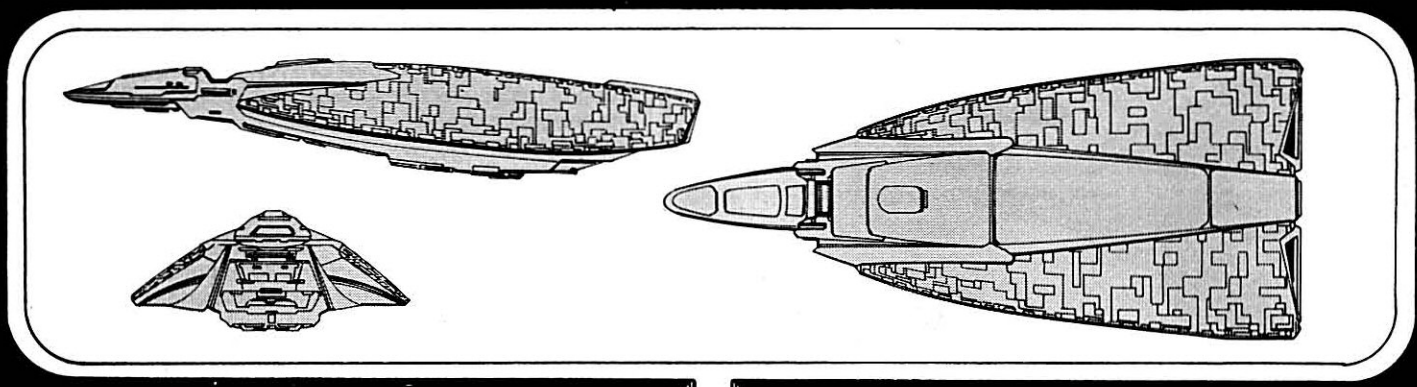
Major Data Source: K-15A in Star Fleet possession; Klingon Sector Intelligence, Triangle Sector Intelligence

The *K-15* is the most likely Klingon scout vessel to be encountered anywhere in known space. Only the *K-15D* and *K-15F* models are in service at present, but newer models could appear at any time, as the design is well accepted by both officers and crew.

Of the 391 *K-15s* built, 196 *Ds* and 92 *Fs* remain in active service, 1 each are used as training vessels, 21 *As,* 19 *Ds,* and 14 *Fs* have been destroyed, 2 *As* each have been captured by Star Fleet and the Romulans, 3 *As,* 14 *Ds,* and 9 *Fs* are listed as missing, 5 *As* and 2 *Ds* were traded to the Romulans, 2 *Ds* have been sold to private interests in the Triangle, 1 *D* has been sold to the Orions, and 3 *Ds* and 4 *Fs* have been sold to prominent families with the Empire. The *K-15* is being produced at the Taamar and Gnuu Re' facilities. Combined annual production is 15 of each type.

The class name is a reference to the Klingon *I'rexa,* which translates to "slowly and unseen".

K–30 (Luckless) CLASS IV MONITOR



Construction Data:		
Model Numbers —	A	E
Ship Class —	IV	IV
Date Entering Service —	1/9001 – 2/0202	1/9804 – 2/0901
Number Constructed —	172	72
Hull Data:		
Superstructure Points —	8	10
Damage Chart —	C	C
Size		
Length —	106 m	106 m
Width —	46 m	46 m
Height —	20 m	20 m
Weight —	27,900 mt	25,200 mt
Cargo		
Cargo Units —	20 SCU	20 SCU
Cargo Capacity —	1,000 mt	1,000 mt
Landing Capability —	Yes	Yes
Equipment Data:		
Control Computer Type —	ZD-3	ZD-4
Transporters —		
standard 6-person	1	1
Other Data:		
Crew —	30	30
Passengers —	10	10
Shuttlecraft —	1	1
Engines And Power Data:		
Total Power Units Available —	20	26
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	KSLA	KSLB
Number —	2	2
Power Units Available —	9	12
Stress Charts —	J/M	K/N
Impulse Engine Type —	KIC-1	KIC-1
Power Units Available —	2	2
Weapons And Firing Data:		
Beam Weapon Type —	KD-2	KD-3
Number —	7	6
Firing Arcs —	2f/p, 2f, 2f/s, 1a	2f/p, 2f, 2f/s
Firing Chart —	G	I
Maximum Power —	4	5
Damage Modifiers —		
+1	(1 – 10)	(1 – 12)
Beam Weapon Type —		KD-2
Number —		1
Firing Arcs —		A
Firing Chart —		G
Maximum Power —		4
Damage Modifiers —		
+1		(1 – 10)
Shields Data:		
Deflector Shield Type —	KSC	KSJ
Shield Point Ratio —	1/1	2/3
Maximum Shield Power —	11	14
Combat Efficiency:		
D/WDF —	41.4/9.8	61.5/17.6

Notes:

Known Sphere Of Operation: Orion space and the Triangle

Data Reliability: A

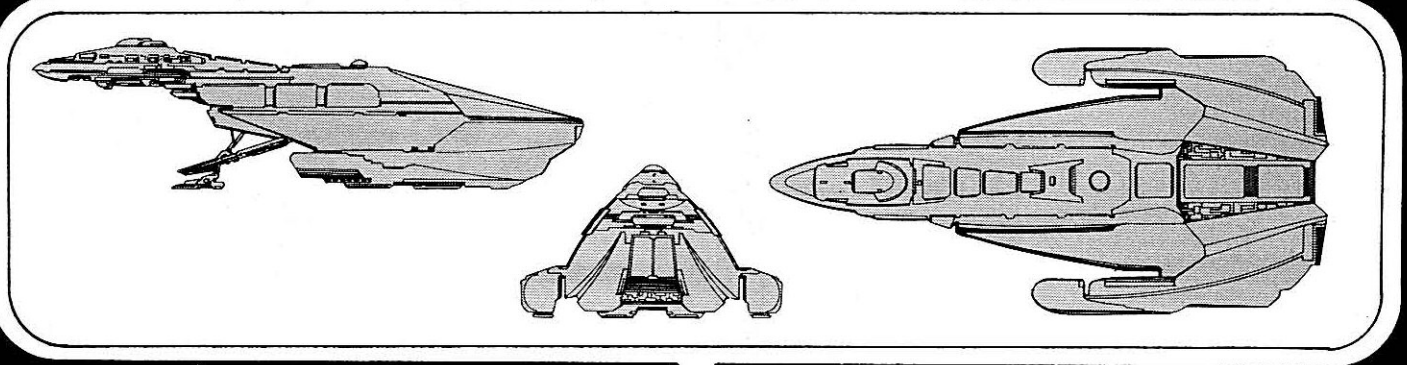
Major Data Source: K-30A and *K-30E* in Star Fleet possession

The *K-30* was introduced into service to replace the obsolete *K- 12* monitor, which was unable to operate alone, due to the lack of sufficient maneuvering capability and weaponry. The Empire was expanding at a very rapid pace and needed modern, cost-efficient ships that could operate alone. On Stardate 1/9001, the first of the *K-30s* were commissioned into service from the Taamar shipyards.

Not long after the commissioning ceremonies, an incident occurred that was an omen for the *K-30's* future. A special carrier had been built to move the *K-30s* to their duty stations. While the first five monitors were being loaded onto one of these carriers, a collision occurred between two of them. Within one year, five of the 20 *K-30s* produced at Taamar had been destroyed, only one by hostile action. The class was building a reputation for being accident-prone. To add to the reputation, the *K-30B* and *K-30C* repeated failed tests of their new sub-light engines and were never put into production. The *K-30D* prototype, with the new sub-light engine and a new shield generator, suffered several mishaps, one of which damaged the ship so badly that a replacement had to be built. During the final stages of construction, the engine contractor had come up with an improved version of the original design and supplied it instead. The new prototype with the replacement engine, now the *K-30E*, was successfully tested, but, on Stardate 1/9804, the first five production models were destroyed in a mysterious explosion during loading operations. A prevalent Klingon nickname for the class refers to this series of events; oftimes called *K'nel* ("spell"), the ships of this class are not liked by most Klingon captains and crews.

The production of the *K-30* was halted on Stardate 2/0110 in favor of a newer design. As the *K-30s* were replaced, they were sold or traded. Of the 244 *K-30s* built at Taamar, 132 were destroyed, 11 have been captured by Star Fleet, 6 are listed as missing, 51 have been scrapped, 9 have been traded to the Orions and 8 to private interests in the Triangle, and 22 have been sold to private interests in the Triangle and 5 to the Orions.

K–32 (Strong Victor) CLASS IV MONITOR



Construction Data:		
Model Numbers—	A	B
Ship Class—	IV	IV
Date Entering Service—	2/0105	2/0710
Number Constructed—	331	240
Hull Data:		
Superstructure Points—	10	10
Damage Chart—	C	C
Size		
Length—	110 m	110 m
Width—	52 m	52 m
Height—	30 m	30 m
Weight—	35,700 mt	36,700 mt
Cargo		
Cargo Units—	42 SCU	42 SCU
Cargo Capacity—	2,100 mt	2,100 mt
Landing Capability—	Yes	Yes
Equipment Data:		
Control Computer Type—	ZD-4	ZD-4
Transporters—		
standard 6-person	1	1
Other Data:		
Crew—	32	34
Passengers—	10	10
Shuttlecraft—	1	1
Engines And Power Data:		
Total Power Units Available—	27	27
Movement Point Ratio—	2/1	2/1
Warp Engine Type—	KSLB	KSLB
Number—	2	2
Power Units Available—	12	12
Stress Charts—	K/N	K/N
Impulse Engine Type—	KIB-2	KIB-2
Power Units Available—	3	3
Weapons And Firing Data:		
Beam Weapon Type—	KD-7	KD-7
Number—	4	4
Firing Arcs—	2f/p, 2f/s	2f/p, 2f/s
Firing Chart—	L	L
Maximum Power—	7	7
Damage Modifiers—		
+2	(1 – 6)	(1 – 6)
+1	(7 – 12)	(7 – 12)
Beam Weapon Type—	KD-2	KD-4
Number—	4	4
Firing Arcs—	2p/a, 2s/a	2p/a, 2s/a
Firing Chart—	G	J
Maximum Power—	4	4
Damage Modifiers—		
+1	(1 – 10)	(1 – 10)
Shields Data:		
Deflector Shield Type—	KSJ	KSD
Shield Point Ratio—	2/3	1/2
Maximum Shield Power—	14	11
Combat Efficiency:		
D/WDF—	62.3/20.8	67.3/23.2

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: B

Major Data Source: Klingon Sector Intelligence

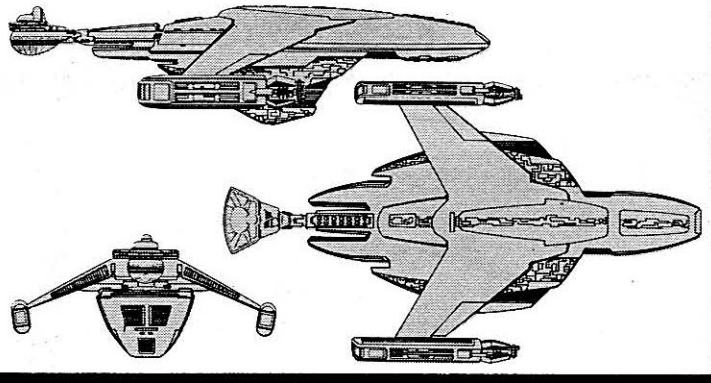
After the Four Years War, the Klingons began to feel the need for more monitors not only to replace the many that had been destroyed, but also to patrol their substantial gain of territory. The *K-32* was introduced to solve two problems: to increase the Klingon presence around their servitor territories and to replace the highly unpopular *K-30*. Ships of this class carry a squad of ten marines for security reasons and possible boarding actions.

After many failures, the KSLB was perfected and installed on the *K-32A*, allowing it to maneuver well while devoting sufficient power to the offensive systems. The weapons arrangement is highly effective, giving the ablility to discharge six disruptors in either the forward or aft arcs.

Of the 571 *K-32s* built, 279 *As* and 199 *Bs* remain in active service, 2 each are used as training vessels, 33 *As* and 21 *Bs* have been destroyed, 2 *As* and 1 *B* have been captured by private interests in the Triangle, 2 *As* and 3 *Bs* are listed as missing, 7 *As* and 10 *Bs* have been sold or traded to private interests in the Triangle, and 6 *As* and 4 *Bs* are in the service of prominent and ranking families of the Empire. The *K-32s* are produced at Taamar and H'rez. The combined rate of production is 15 of each type per year.

The class name is a translation of the Klingon *v'al'kon*.

G–3 (Baka Re') CLASS VII-VIII CARGO FREIGHTER



Construction Data:
- *Model Numbers*— A
- *Ship Class*— VII
- *Date Entering Service*— 2/0406
- *Number Constructed*— 292

Hull Data:
- *Superstructure Points*— 9
- *Damage Chart*— B
- *Size*
  - Length— 240 m
  - Width— 140 m
  - Height— 60 m
  - Weight— 81,500 mt
- *Cargo*
  - Cargo Units— 3,600 SCU
  - Cargo Capacity— 180,000 mt
- *Landing Capability*— None

Equipment Data:
- *Control Computer Type*— ZD-5
- *Transporters*—
  - standard 6-person 1
  - cargo small 10
  - large 6

Other Data:
- *Crew*— 30
- *Passengers*— 10
- *Shuttlecraft*— 6

Engines And Power Data:
- *Total Power Units Available*— 40
- *Movement Point Ratio*— 4/1
  - Loaded 6/1
- *Warp Engine Type*— KWD-1
  - Number— 2
  - Power Units Available— 18
  - Stress Charts— L/N
  - Maximum Safe Cruising Speed— Warp 6
    - Loaded Warp 4
  - Emergency Speed— Warp 8
    - Loaded Warp 5
- *Impulse Engine Type*— KIC-2
  - Power Units Available— 4

Shields Data:
- *Deflector Shield Type*— KSJ
  - Shield Point Ratio— 2/3
  - Maximum Shield Power— 13

Combat Efficiency:
- *D/WDF*— 53.4/0

Notes:

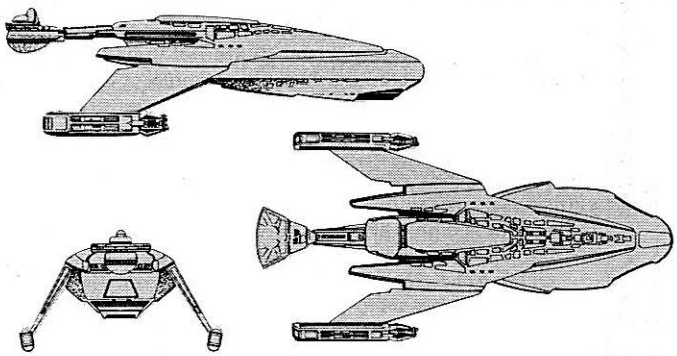
Known Sphere Of Operation: Empire-wide use; the Triangle and Orion space

Data Reliability: C

Major Data Source: Triangle Sector Intelligence, Orion Sector Intelligence

Of the 473 *G-3* freighters built, 256 *As* remain in active service, 28 *As* have been destroyed, 3 *As* are listed as missing, 1 of each has been scrapped, 2 *As* have been traded to the Romulans, and 2 *As* have been sold to the Orions. The *G-3s* are produced at Gnuu Re' and Mustaka, with a combined annual rate of 24.

The class name is the Klingon word for "pregnant".



Notes:

Known Sphere Of Operation:

Empire-wide use; the Triangle and Orion space

Data Reliability: B

Major Data Source:

Orion Sector Intelligence, Triangle Sector Intelligence

Of the 531 *G-8s* built, 308 remain in active service, 191 have been destroyed, 17 have been captured (6 by Star Fleet, 6 by Orions, and 5 by the Romulans), 8 are listed as missing, 5 have been scrapped, and 2 have been sold to private interests in the Triangle. The *G-8s* are being produced at Taamar, Fonawl, and Z'hai with a combined rate of 18 per year.

The class name is from the Klingon *plen zha,* translates to "trader's game".

G–8 (Traders Game)CLASS IV CARGO FREIGHTER

Construction Data:
- *Model Numbers*— A
- *Ship Class*— N
- *Date Entering Service*— 1/9501
- *Number Constructed*— 531

Hull Data:
- *Superstructure Points*— 7
- *Damage Chart*— A
- *Size*
  - Length— 210 m
  - Width— 100 m
  - Height— 60 m
  - Weight— 35,200 mt
- *Cargo*
  - Cargo Units— 2,300 SCU
  - Cargo Capacity— 115,000 mt
- *Landing Capability*— None

Equipment Data:
- *Control Computer Type*— ZD-4
- *Transporters*—
  - standard 6-person 1
  - cargo 8

Other Data:
- *Crew*— 24
- *Passengers*— 6
- *Shuttlecraft*— 4

Engines And Power Data:
- *Total Power Units Available*— 29
- *Movement Point Ratio*— 2/1
  - Loaded 6/1
- *Warp Engine Type*— KWB-3
  - Number— 2
  - Power Units Available— 13
  - Stress Charts— Q/Q
  - Maximum Safe Cruising Speed— Warp 8
    - Loaded Warp 4
  - Emergency Speed— Warp 9
    - Loaded Warp 5
- *Impulse Engine Type*— KIB-1
  - Power Units Available— 3

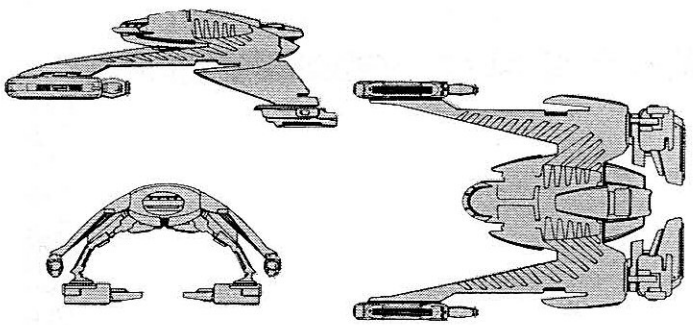
Weapons And Firing Data:
- *Beam Weapon Type*— KD-1
  - Number— 2
  - Firing Arcs— 1 p f s, 1 p a s
  - Firing Chart— B
  - Maximum Power— 4

Shields Data:
- *Deflector Shield Type*— KSE
  - Shield Point Ratio— 1/1
  - Maximum Shield Power— 11

Combat Efficiency:
- *D/WDF*— 46/1.4

G–5 (Tugboat) CLASS VIII CARGO TRANSPORT

Construction Data:	
Model Numbers—	A
Date Entering Service—	2/1012
Number Constructed—	386
Hull Data:	
Superstructure Points—	12
Damage Chart—	A
Size	
Length—	110 m
Width—	80 m
Height—	40 m
Weight—	102,900 mt
Cargo	
Cargo Capacity—	250,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	ZD-4
Transporters—	
standard 6-person	1
Other Data:	
Crew—	20
Passengers—	2
Shuttlecraft—	2
Engines And Power Data:	
Total Power Units Available—	26
Movement Point Ratio—	3/1
Loaded	7/1
Warp Engine Type—	KWE-1
Number—	2
Power Units Available—	11
Stress Charts—	I/L
Maximum Safe Cruising Speed—	Warp 6
Loaded	Warp 4
Emergency Speed—	Warp 8
Loaded	Warp 5
Impulse Engine Type—	KID-2
Power Units Available—	4
Shields Data:	
Deflector Shield Type—	KSG
Shield Point Ratio—	1/2
Maximum Shield Power—	9
Combat Efficiency:	
D/WDF—	54.2/0



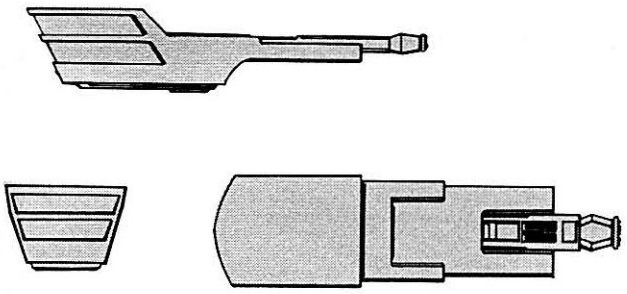
Notes:
Known Sphere Of Operation: Empire-wide use; the Triangle
Data Reliability: B
Major Data Source: Klingon Sector Intelligence, Triangle Sector Intelligence

Of the 386 *G-5s* built, 338 remain in active service, 21 have been destroyed, 2 have been captured by private interests in the Triangle, 13 are listed as missing, 3 have been scrapped, and 12 have been traded to the Romulans. The *G-5* is manufactured at the facilities of Gnuu Re' and Taamar. Annual production rate is 30.

The name, an obvious reference to its function, is a translation of the Klingon *qexa*.

W–2 (Koreba) CLASS II - III WARPSHUTTLE

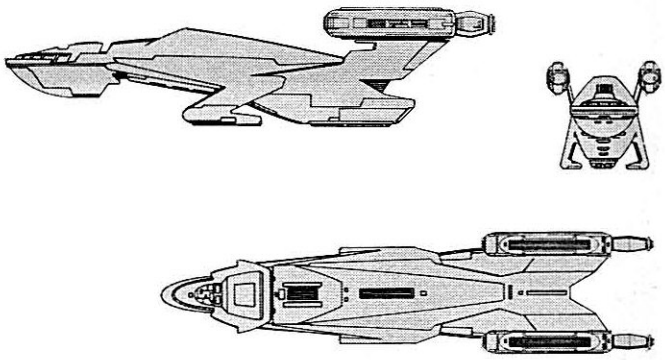
Construction Data:		
Model Numbers—	A	C
Ship Class—	II	III
Date Entering Service—	1/9009	2/1102
Number Constructed—	863	50
Hull Data:		
Superstructure Points—	4	8
Damage Chart—	C	C
Size		
Length—	84 m	84 m
Width—	24 m	24 m
Height—	17 m	18 m
Weight—	14,300 mt	23,700 mt
Cargo		
Cargo Units—	28 SCU	28 SCU
Cargo Capacity—	1,400 mt	1,400 mt
Landing Capability—	Yes	Yes
Equipment Data:		
Control Computer Type—	ZD-2	ZD-4
Transporters—		
standard 6-person	1	1
Other Data:		
Crew—	13	13
Passengers—	10	10
Engines And Power Data:		
Total Power Units Available—	14	14
Movement Point Ratio—	1/1	2/1
Warp Engine Type—	KWB-2	KWB-2
Number—	1	1
Power Units Available—	12	12
Stress Charts—	O/P	O/P
Maximum Safe Cruising Speed—	Warp 6	Warp 5
Emergency Speed—	Warp 7	Warp 6
Impulse Engine Type—	KIA-2	KIA-2
Power Units Available—	2	2
Weapons And Firing Data:		
Beam Weapon Type—	KD-1	KD-2
Number—	2	2
Firing Arcs—	2F	2F
Firing Chart—	B	G
Maximum Power—	4	4
Damage Modifiers—		
+1		(1 – 10)
Shields Data:		
Deflector Shield Type—	KSC	KSD
Shield Point Ratio—	1/1	1/2
Maximum Shield Power—	11	13
Combat Efficiency:		
D/WDF—	41.2/1.4	52.4/2.8



Known Sphere of Operation: Empire-wide use; the Triangle
Data Reliability: A
Major Data Source: All models in Star Fleet possession

Of the 2193 *W-2s* built, 1087 *As*, 8 *Cs*, and 237 *Fs* remain in active service; 120 *As* and 16 *Fs* are used as training vessels; 567 have been destroyed; 46 have been captured, including 24 *As* and 2 *Cs* by Star Fleet, 13 *As* and 2 *Fs* by the Romulans, 3 *As* and 1 *F* by private interests in the Triangle, and 1 *A* by the Orions; 49 *As* and 3 *Fs* are listed as missing; 12 have been scrapped; and 48 have been sold or traded, including 27 *As* and 2 *Fs* to private interests in the Triangle, and 17 *As* and 4 *Fs* to the Orions. The *W-2F* is produced at the Taamar, Fonawl, Z'hai, and H'rez facilities at a combined rate of 60 per year; all other models are out of production.

The class is named for a small rodent native to Klinzhai. This creature carries its young in pouches located along its back.



W–4 (Speedstar) CLASS III WARPSHUTTLE

Construction Data:
- *Model Numbers*— A
- *Date Entering Service*— 2/1110
- *Number Constructed*— 594

Hull Data:
- *Superstructure Points*— 4
- *Damage Chart*— C
- *Size*
  - Length— 90 m
  - Width— 20 m
  - Height— 20 m
  - Weight— 21,100 mt
- *Cargo*
  - Cargo Units— 30 SCU
  - Cargo Capacity— 1,500 mt
- *Landing Capability*— Yes

Equipment Data:
- *Control Computer Type*— ZD-3
- *Transporters*—
  - standard 6-person 1
  - cargo 1

Other Data:
- *Crew*— 10
- *Passengers*— 20

Engines And Power Data:
- *Total Power Units Available*— 21
- *Movement Point Ratio*— 1/1
- *Warp Engine Type*— KWB-1
  - Number— 2
  - Power Units Available— 9
  - Stress Charts— O/Q
  - Maximum Safe Cruising Speed— Warp 7
  - Emergency Speed— Warp 8
- *Impulse Engine Type*— KIB-1
  - Power Units Available— 3

Weapons And Firing Data:
- *Beam Weapon Type*— KD-10
  - Number— 2
  - Firing Arcs— 1f p, 1f s
  - Firing Chart— C
  - Maximum Power— 3
  - Damage Modifiers— +1 (1 – 6)

Shields Data:
- *Deflector Shield Type*— KSI
  - Shield Point Ratio— 1/1
  - Maximum Shield Power— 14

Combat Efficiency:
- *D/WDF*— 55.2/1.4

Notes:
Known Sphere Of Operation: Empire-wide use; the Triangle
Data Reliability: A
Major Data Source: All models in Star Fleet possession

Of the 988 *W-4s* built, 437 *As* and 355 *Bs* remain in active service; 8 *As* and 4 *Bs* are used as training vessels; 113 have been destroyed; 15 have been captured, including 7 *As* and 1 *B* by Star Fleet, 3 *As* and 2 *Bs* by the Romulans, and 1 *A* and 1 *B* by private interests in the Triangle; 18 *As* and 7 *Bs* are listed as missing; and 31 have been traded or sold, including 16 *As* and 5 *Bs* to private interests in the Triangle, and 8 *As* and 2 *Bs* to the Orions. The *W-4* is produced at the Taamar, Fonawl, and Z'hai facilities at a combined rate of 50 per year.

The name is from the Klingon *kas maal.*

S–4 (Mender) CLASS VI REPAIR TENDER

Construction Data:
- *Model Numbers*— A
- *Date Entering Service*— 2.0607-2/2202
- *Number Constructed*— 410

Hull Data:
- *Superstructure Points*— 12
- *Damage Chart*— C
- *Size*
  - Length— 90 m
  - Width— 101 m
  - Height— 40 m
  - Weight— 76,600 mt
- *Cargo*
  - Cargo Units— 110 SCU
  - Cargo Capacity— 5,500 mt
- *Landing Capability*— Yes

Equipment Data:
- *Control Computer Type*— ZD-5
- *Transporters*—
  - standard 6-person 2
  - cargo 1

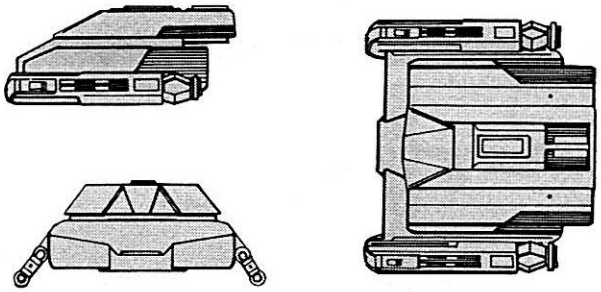
Other Data:
- *Crew*— 108
- *Passengers*— 5
- *Shuttlecraft*— 2

Engines And Power Data:
- *Total Power Units Available*— 32
- *Movement Point Ratio*— 3/1
- *Warp Engine Type*— KWC-1
  - Number— 2
  - Power Units Available— 14
  - Stress Charts— L/O
  - Maximum Safe Cruising Speed— Warp 7
  - Emergency Speed— Warp 8
- *Impulse Engine Type*— KIC-2
  - Power Units Available— 4

Weapons And Firing Data:
- *Beam Weapon Type*— KD-1
  - Number— 4
  - Firing Arcs— 1f p, 1f s, 1a p, 1a s
  - Firing Chart— B
  - Maximum Power— 4
  - Damage Modifiers— +2

Shields Data:
- *Deflector Shield Type*— KSF
  - Shield Point Ratio— 2/3
  - Maximum Shield Power— 10

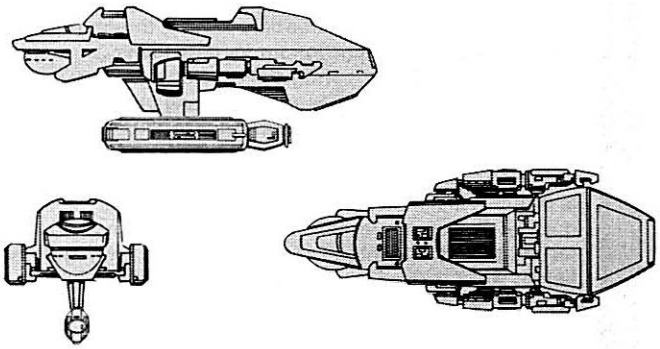
Combat Efficiency:
- *D/WDF*— 53.9/2.8



Notes:
Known Sphere Of Operation: Empire-wide use, frequently operates in the Triangle
Data Reliability: A for *S-4A;* C for *S-4B*
Major Data Source: Model *A* in Star Fleet possession; Klingon Sector Intelligence

Of the 516 *S-4s* built, 431 remain in active service, 2 are used as training vessels, 29 have been destroyed, 5 have been captured (1 *A* and 2 *Bs* by Star Fleet, and 2 *As* and 1 *B* by private interests in the Triangle), 2 *As* and 1 *B* are listed as missing, 10 have been scrapped, and 21 have been sold or traded (6 *As* and 3 *Bs* to the Orions, 8 *As* and 3 *Bs* to private interests in the Triangle, and 1 *A* to the Romulans. The *S-4* is being produced at the Taamar, Gnuu Re', and Mustaka facilities at a combined rate of 21 per year. All active *S-4As* have been converted to the *B* model.

The name, a reference to its repair function, is from the Klingon *k'nall.*



Notes:
Known Sphere Of Operation: All Border areas
Data Reliability: A
Major Data Source: Vessel in Star Fleet possession

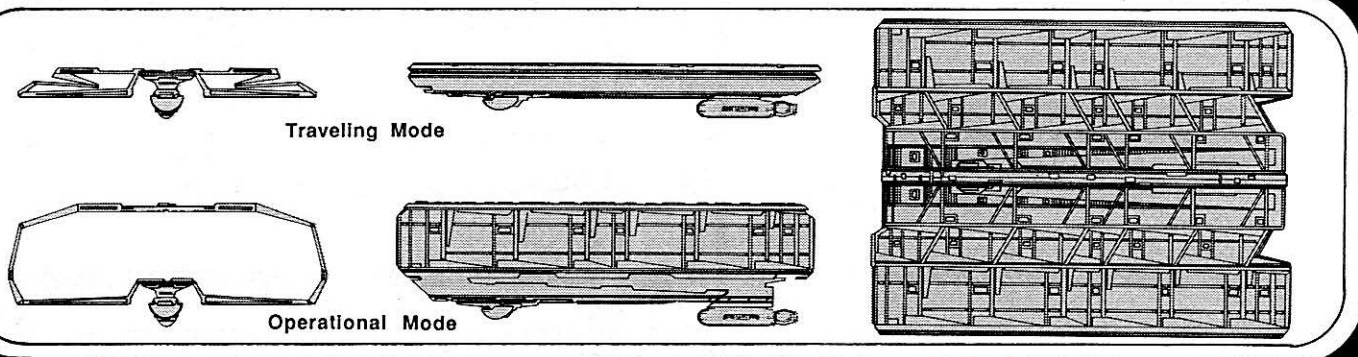
Of the 262 *S-5s* built, 237 remain in active service, 2 are used as training vessels, 16 have been destroyed, 4 have been captured (2 by Star Fleet and 2 by the Romulans), 1 is listed as missing, 1 has been scrapped, and 1 has been sold to private interests in the Triangle. The *S-5* is produced at the Gnuu Re' facility at a rate of 12 per year.

The name is a reference to the duties of the vessel; the Klingon class name is *Eakin K'nall,* which translates to "ear healer".

S–5 (Healer) CLASS IV REPAIR TENDER

Construction Data:	
Model Numbers —	A
Date Entering Service —	2/0412
Number Constructed —	262
Hull Data:	
Superstructure Points —	5
Damage Chart —	B
Size	
Length —	185 m
Width —	70 m
Height —	70 m
Weight —	35,360 mt
Cargo	
Cargo Units —	300 SCU
Cargo Capacity —	15,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	ZD-3
Transporters —	
standard 6-person	2
cargo small	2
large	2
Other Data:	
Crew —	36
Shuttlecraft —	10
Engines And Power Data:	
Total Power Units Available —	17
Movement Point Ratio —	2/1
Warp Engine Type —	KWC-1
Number —	1
Power Units Available —	14
Stress Charts —	K/N
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 8
Impulse Engine Type —	KIB-1
Power Units Available —	3
Weapons And Firing Data:	
Beam Weapon Type —	KD-2
Number —	2
Firing Arcs —	2f p s
Firing Chart —	G
Maximum Power —	4
Damage Modifiers —	
+1	(1 – 10)
Shields Data:	
Deflector Shield Type —	KSI
Shield Point Ratio —	1:1
Maximum Shield Power —	14
Combat Efficiency:	
D/WDF —	39.1/2.8

S–8 (Murph) CLASS VI MOBILE REPAIR FACILITY



Construction Data:	
Model Numbers—	A
Date Entering Service—	2/1208
Number Constructed—	344
Hull Data:	
Superstructure Points—	15
Damage Chart—	C
Size	
Length—	259 m
Width—	191 m
Height—	76 m
Weight—	75,500 mt
Cargo	
Cargo Units—	100 SCU
Cargo Capacity—	5,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	ZD-5
Transporters—	
standard 6-person	2
emergency 18-person	1
cargo	2
Other Data:	
Crew—	142
Passengers—	60
Shuttlecraft—	2
Engines And Power Data:	
Total Power Units Available—	20
Movement Point Ratio—	4/1
Warp Engine Type—	KWE-2
Number—	1
Power Units Available—	16
Stress Charts—	I/M
Maximum Safe Cruising Speed—	Warp 6
Emergency Speed—	Warp 7
Impulse Engine Type—	KIC-2
Power Units Available—	4
Weapons And Firing Data:	
Beam Weapon Type—	
Number—	
Firing Arcs—	
Firing Chart—	
Maximum Power—	
Damage Modifiers—	
+3	
+2	
+1	
Shields Data:	
Deflector Shield Type—	KSG
Shield Point Ratio—	1/2
Maximum Shield Power—	11
Combat Efficiency:	
D/WDF—	51.5/0

Notes:
Known Sphere Of Operation: Empire-wide use; the Triangle
Data Reliability: C
Major Data Source:
Klingon Sector Intelligence, Operation Dixie

The *S-8* was the first mobile repair facility in known space. Lessons learned during the Four Years War, during which front-line repair of warships was inefficient, showed that faster repair capabilities were needed. The only way this could be accomplished was to take the facility to the area of conflict, and the Imperial Command constructed a vessel that would be capable of traveling with the fleets and performing any repairs. On Stardate 2/1208, the first *S-8s* were commissioned and sent to join various fleets.

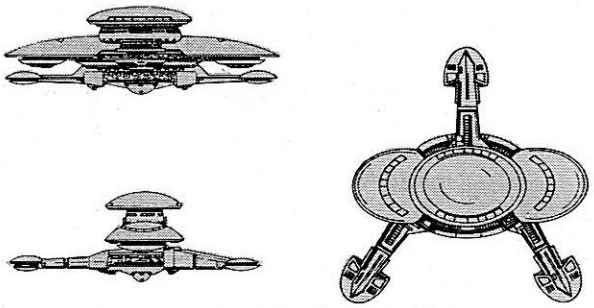
The *S-8* has two configurations, one for travel (shown in the accompanying three-quarter view) and one for operation (shown in the three views). After arriving at its destination, the *S-8* unfolds into its operational mode and begins repairing damaged vessels. In most cases, the damaged ship is brought inside the *S-8* so that all damage can be repaired quickly. Damaged vessels are arranged in and around the facility to take advantage of its structural cranes and tractor fields. An *S-8* repairing several different ships at once will give the most peculiar readings on sensor scan.

When the MRFs were first commissioned, they were considered to be so unmaneuverable that mounting weapons was impractical. To avoid the shame of commanding an unarmed vessel, two to five gunboats are assigned to its protection and are under the command of the *S-8's* captain. The *B* model is armed with two disruptors, and recent intelligence reports indicate that the *S-8As* are modifying themselves to the *S-8B* configuration.

Of the 362 *S-8s* built, 74 *As* and 279 *Bs* remain in active service, 2 *As* are used as training vessels, 2 have been destroyed, 1 *A* is listed as missing, 3 have been scrapped, and 1 *A* has been sold to private interests in the Triangle. The *S-8s* are officially being produced at Iosia, but some have been manufactured by other *S-8's*.

The class name is from the abbreviation of the vessel type, MRF; the Klingon class name is *H'ban Pav,* which translates to "folding box".

Z–4 (Deathgame) DEFENSE OUTPOST



Construction Data:	
Model Numbers—	B
Date Entering Service—	1/8902-2/1911
Number Constructed—	311
Hull Data:	
Superstructure Points—	60
Damage Chart—	C
Size	
Length—	320 m
Width—	300 m
Height—	110 m
Weight—	1,800,000 mt
Cargo	
Cargo Units—	1,100 SCU
Cargo Capacity—	55,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	ZD-5A
Transporters—	
standard 6-person	6
combat 22-person	4
emergency 18-person	4
cargo	3
Other Data:	
Crew—	440
Passengers—	260
Shuttlecraft—	24
Engines And Power Data:	
Total Power Units Available—	164
Movement Point Ratio—	10/1
Warp Engine Type—	KMAPG-2
Number—	1
Power Units Available—	144
Impulse Engine Type—	KIPG-2
Power Units Available—	20
Weapons And Firing Data:	
Beam Weapon Type—	KD-6
Number—	12
Firing Arcs—	4/ARC
Firing Chart—	T
Maximum Power—	6
Damage Modifiers—	
+3	(1 – 3)
+2	(4 – 8)
+1	(9 – 10)
Beam Weapon Type—	
Number—	
Firing Arcs—	
Firing Chart—	
Maximum Power—	
Damage Modifiers—	
+3	
+2	
+1	
Missile Weapon Type—	
Number—	
Firing Arcs—	
Firing Chart—	
Power To Arm—	
Damage—	
Shields Data:	
Deflector Shield Type—	KS
Shield Point Ratio—	1/2
Maximum Shield Power—	15
Combat Efficiency:	
D/WDF—	153.8/83.4

Notes:

Known Sphere Of Operation: Empire Borders

Data Reliability: B

Major Data Source: Klingon Sector Intelligence

Beginning in Stardate 1/8902, five years prior to the outbreak of the Four Years War, the Klingons began to supplement their forward listening posts with the *Z-4*. These fortresses were placed in the areas where the Klingons wished to deny or restrict enemy movement. Since their introduction, the Klingons have constantly added to their number. Major defense points (such as starbases) will have more than one *Z-4*. Several points along the Federation and Triangle border are known to have as many as eight, each giving the others covering fire.

The *Z-4* is so large that it must be built in place; if one must ever be moved, it is disassembled into six different sections and each one brought to the new location. Most of these outposts are found within a planetary system, but some areas requiring defensive boundaries do not have this luxury.

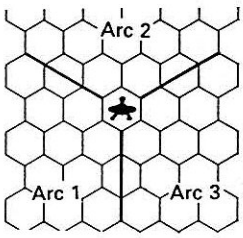
When first introduced, the *Z-4* was capable of fullfilling its mission completely as designed, but with ships becoming more and more powerful, it was inevitable that they be upgraded. The *Z-4A* remained in service for 30 years before all were refitted.

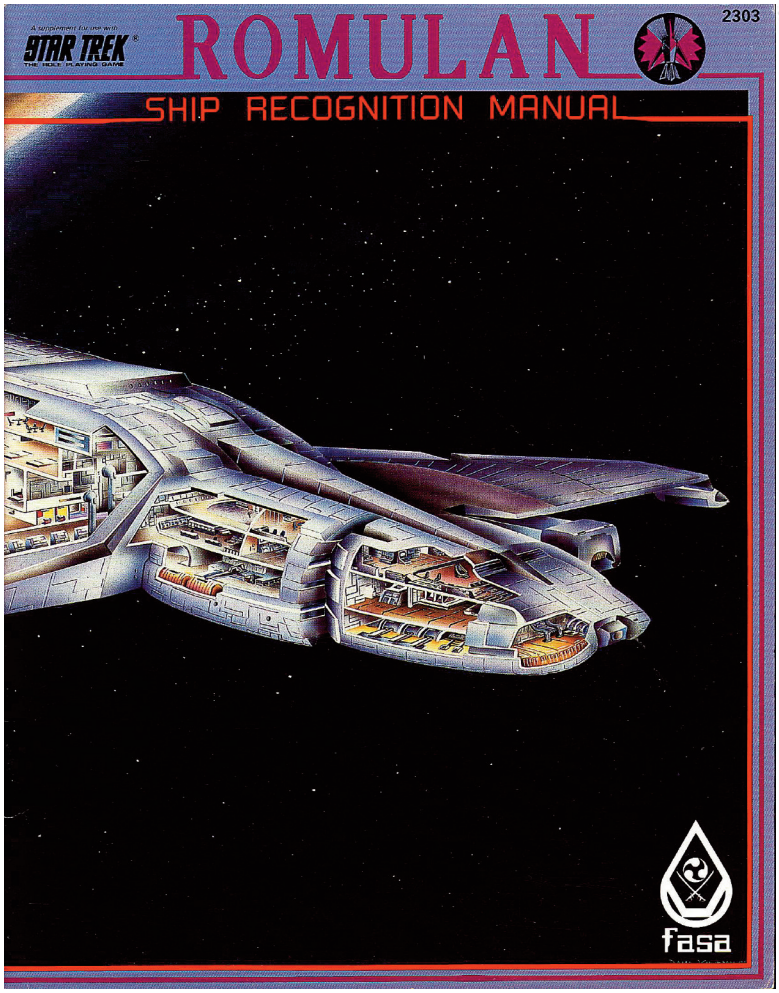
On Stardate 2/1403, the first of the replacement outposts, the *Z- 4C,* was commissioned. This model uses the KMAPG-3 powerplant and the KIPG- 3 impulse generator. The weapons systems have been upgraded by increasing the number and power of long-range disruptors and the number of close-defense disruptors; in addition, the formidable KP-6 has been mounted to fire 2 torpedoes per arc. With this increase in weaponry, and an offensive range of 200,000 km, the *Z-4C* is not a likely target for small groups of ships.

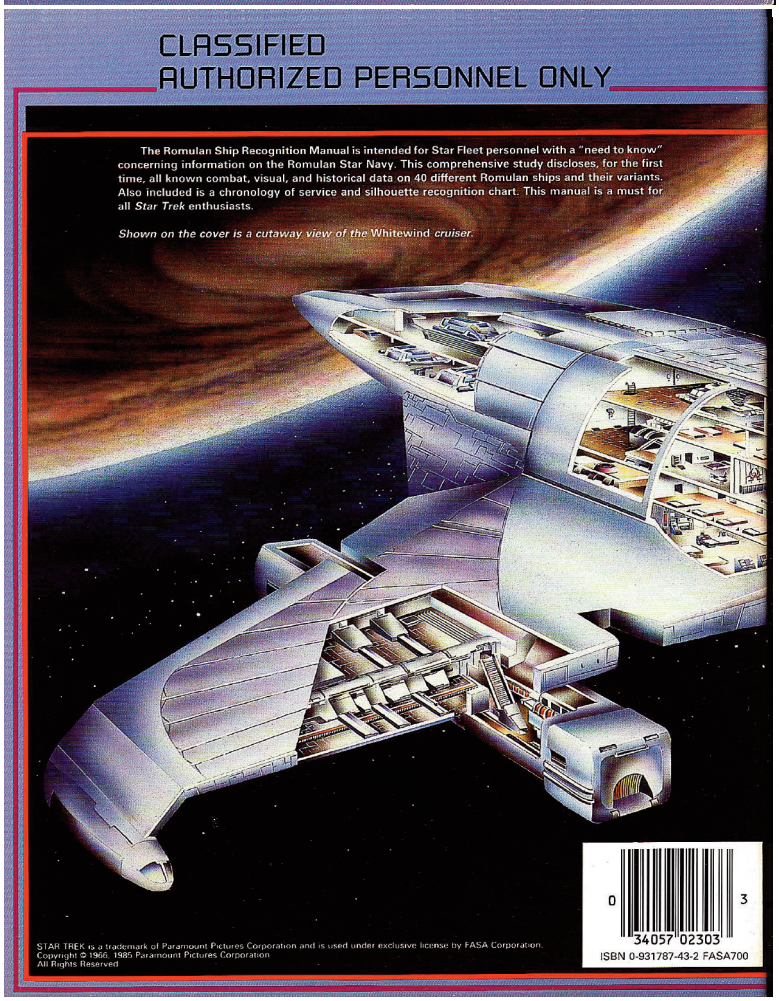
Since the introduction of the *Z-4C,* the production rate has averaged 23 per year. Reports indicate that a faction within the Triangle is attempting to purchase one of these facilities.

In the Klingon navy, command of these outposts is not sought after. The duty is considered to be demeaning as it doesn't allow many chances, if any, for glory in combat. The commanders of these bases have a great deal of power in their hands nevertheless. The bases are usually accompanied by repair facilities and other much needed diversions for front line units, all under the base commander's jurisdiction.

The name is a translation of the Klingon *zha mortas.*

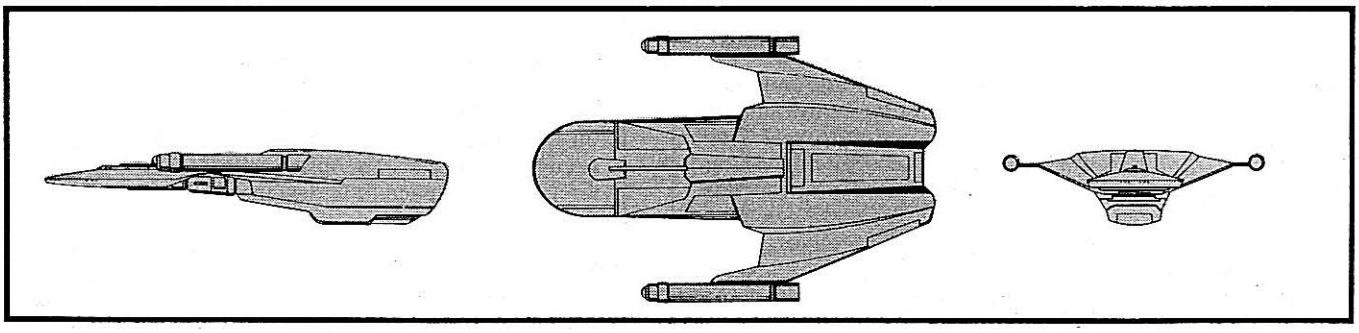





CLASSIFIED
AUTHORIZED PERSONNEL ONLY
The Romulan Ship Recognition Manual is intended for Star Fleet personnel with a "need to know" concerning information on the Romulan Star Navy. This comprehensive study discloses, for the first time, all known combat, visual, and historical data on 40 different Romulan ships and their variants. Also included is a chronology of service and silhouette recognition chart. This manual is a must for all Star Trek enthusiasts.
Shown on the cover is a cutaway view of the Whitewind cruiser.
0 3
34057 02303
ISBN 0-931787-43-2 FASA700
STAR TREK is a trademark of Paramount Pictures Corporation and is used under exclusive license by FASA Corporation.
Copyright © 1966, 1985 Paramount Pictures Corporation.
All Rights Reserved.

COMBAT VESSELS
Assault Ships
M-4 (Wings Of Justice) 62
Couriers
CS-2 (Graceful Flyer) 63
Cruisers
V-1 (Starglider) 64
V-2 (Hunter) 65
V-4 (Wing Of Vengeance) 66
V-5 (Skyfire) 67
V-6 (Gallant Wing) 68
V-7 (Whitewind) 69
V-8 (Bird Of Prey) 70
V-9 (Night Flyer) 71
V-11 (Stormbird) 72
Cutters
P-2 (Ranajmar) 73
P-3 (Caladan) 74
Destroyers
T-2 (Death Talon) 75
T-5 (Fire Swarm) 76
Escorts
R-4 (Mularr) 77
Gunboats
N-8 (Mandukam) 78
Monitors
Q-1 (Great Defender) 79
Q-4 (Protector) 80
Scouts
S-3 (Free Flight) 81
S-4 (Swift Wing) 82
S-9 (Wind Carrier) 83
SUPPORT VESSELS
Cargo Transports
I-4 (Graffler) 84
I-7 (Vespin) 85
Freighters
J-3 (Starlifter) 86
J-4 (Baydron) 87
J-8 (Moorabbin) 88
Warpshuttles
H- 4 (Praetor) 89
H-5 (Ras Lovah) 90
REPAIR VESSELS AND FACILITIES
Tenders
E-5 (Little Nest) 91
Construction/Repair Facilities
F-2 (Nestar) 92
ORBITAL AND DEEP – SPACE STATIONS
Orbital Border Outposts
X-3 (Aviary) 93

M-4 (Wings Of Justice) Class IX Troop Transport



M-4 (Wings Of Justice)
CLASS IX TROOP TRANSPORT

Construction Data:	
Model Numbers—	Type 1
Date Entering Service—	2/08
Approx. Number Constructed—	150
Hull Data:	
Superstructure Points—	14
Damage Chart—	B
Size	
Length—	270 m
Width—	180 m
Height—	50 m
Weight—	126,500 mt
Cargo	
Cargo Units—	6000 SCU
Cargo Capacity—	300,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	R4M
Transporters—	
Standard 9-person	8
Combat 20-person	8
Cargo	4
Cloaking Device Type—	None
Other Data:	
Crew—	84
Troops—	1800
Shuttlecraft—	6
Engines And Power Data:	
Total Power Units Available—	40
Movement Point Ratio—	
Unloaded	4/1
Loaded	7/1
Warp Engine Type—	RWF-1
Number—	2
Power Units Available—	18
Stress Charts—	G/L
Maximum Safe Cruising Speed—	
Unloaded	Warp 7
Loaded	Warp 4
Emergency Speed—	
Unloaded	Warp 9
Loaded	Warp 6
Impulse Engine Type—	RID-1
Power Units Available—	4
Weapons And Firing Data:	
Beam Weapon Type—	RB-7a
Number—	2
Firing Arcs—	1 port, 1stbd
Firing Chart—	M
Maximum Power—	4
Damage Modifiers—	
+3	(1 – 3)
+2	(4 – 9)
+1	(10 – 14)
Shields Data:	
Deflector Shield Type—	RSE
Shield Point Ratio—	1/2
Maximum Shield Power—	5
Combat Efficiency: D-	56.0
WDF-	6.0

Notes:

Known Sphere Of Operation: Conflict zones

Data Reliability: D

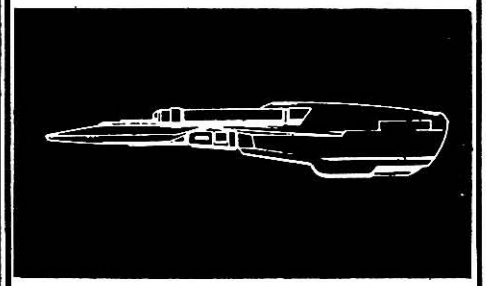
Major Data Source: Project Grey Ghost; Klingon Sector Intelligence

The *M-4* assault ship, reportedly capable of carrying up to 300,000 metric tons of cargo or 1,800 troops and their equipment, is thought to be the main transport for Romulan ground forces. Introduced about Stardate 2/08, intelligence reports that the vessels have participated in several invasions. Of the more than 150 built, nearly all remain in active service. Intelligence reports show no record of any being sold to the civil sector, and none are known to be operating outside the empire.

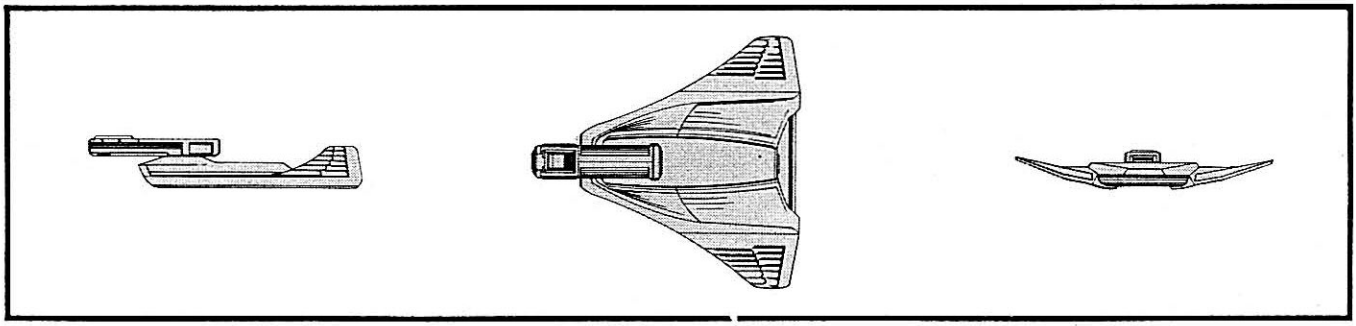
The vessel likely is named in reference to the following quote:

> *The Romulan soldier will lead the way and secure the foundations of the Road to the Stars, for he will be borne on the wings of justice.*
>
> *Arenius Triario*
> *Commander*

According to *The Eridam Papers,* this historic statement was made by Commander Triario as the Romulan fleet departed for a great battle with the Corillians. Triario was victorious and returned a hero.

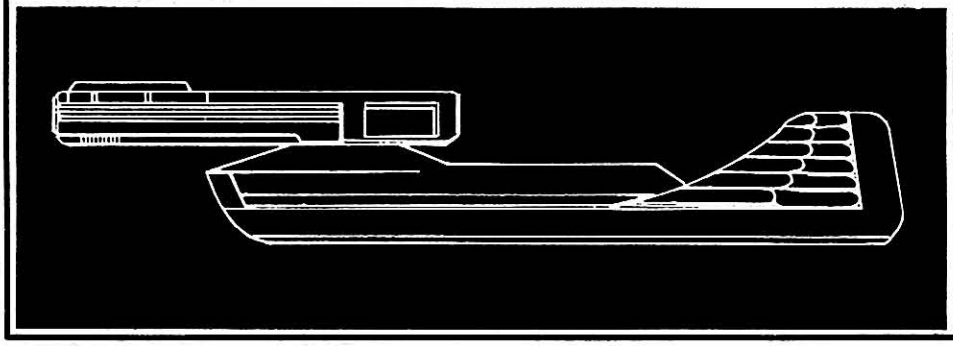


CS-2 (Graceful Flyer) Class V Courier



CS-2 (Graceful Flyer) CLASS V COURIER

	Type 2	Type 6	Type 10
Construction Data:			
Model Numbers—	Type 2	Type 6	Type 10
Date Entering Service—	1/86	1/98	2/05
Approx. Number Constructed—	120	70	110
Hull Data:			
Superstructure Points—	7	7	8
Damage Chart—	A	A	A
Size			
Length—	164 m	164 m	164 m
Width—	156 m	156 m	156 m
Height—	30 m	31 m	31 m
Weight—	42,100 mt	43,900 mt	46,100 mt
Cargo			
Cargo Units—	24 SCU	24 SCU	24 SCU
Cargo Capacity—	1200 mt	1200 mt	1200 mt
Landing Capability—	Yes	Yes	Yes
Equipment Data:			
Control Computer Type—	R2M	R3M	R3M
Transporters—	–	–	–
Standard 9-person	1	1	1
Emergency 20-person	1	1	1
Other Data:			
Crew—	118	118	118
Passengers—	30	30	30
Shuttlecraft—	None	None	None
Engines And Power Data:			
Total Power Units Available—	20	23	30
Movement Point Ratio—	2/1	2/1	2/1
Warp Engine Type—	RWD-1	RWD-2	RWD-2
Number—	1	1	1
Power Units Available—	15	18	18
Stress Charts—	N/O	O/Q	O/Q
Maximum Safe Cruising Speed—	Warp 7	Warp 7	Warp 7
Emergency Speed—	Warp 8	Warp 8	Warp 8
Impulse Engine Type—	RIB-3	RIB-3	RID-3
Power Units Available—	5	5	12
Weapons And Firing Data:			
Beam Weapon Type—	RB-2	RB-7	RB-8
Number—	2	2	2
Firing Arcs—	1 f/p, 1 f/s	1 f/s, 1 f/p	1 f/p, 1 f/s
Firing Chart—	K	J	N
Maximum Power—	2	4	6
Damage Modifiers—	None		
+3	–	–	(1 – 4)
+2	–	(1 – 6)	(5 – 9)
+1	–	(7 – 10)	(10 – 13)
Shields Data:			
Deflector Shield Type—	RSD	RSD	RSE
Shield Point Ratio—	1/1	1/1	1/2
Maximum Shield Power—	8	8	8
Combat Efficiency: D-	36.0	38.0	65.4
WDF-	1.6	4.6	8.2



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Data Source: Type 10 vessel is in Star Fleet possession; captured Romulan data

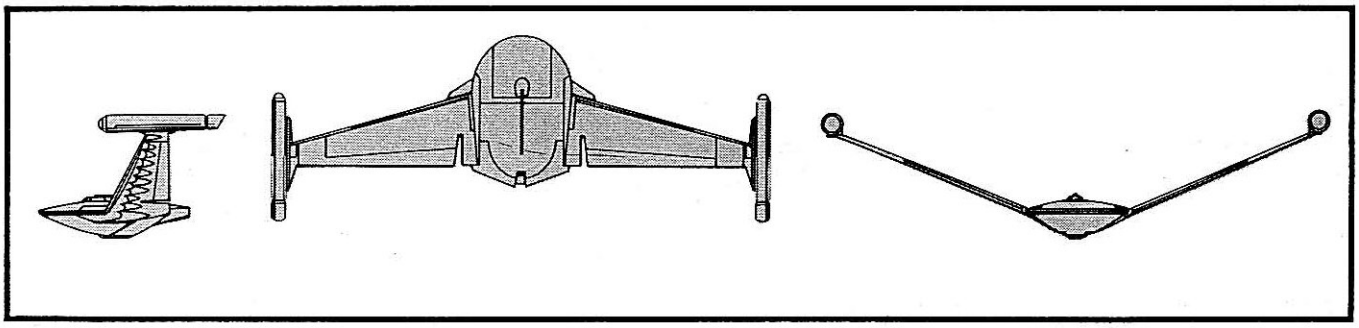
The ships in this class were used for long-range courier missions for many years. Carrying light armament, they were used extensively along the Federation borders and in the Triangle. Because they can sustain Warp 7 speeds, they have been used as VIP transport throughout the Star Empire.

About Stardate 1/8608, the *CS-2* Type 2 was introduced into service to replace the Type 1; though quite suitable for its role, its weapon systems were light, a trend that continued until the introduction of the Type 6 about Stardate 1/9804. This newer model carried an upgraded beam weapon and mounted a more powerful engine; existing vessels of Types 2 through 5 were not refitted, but were relegated to duties within the Empire. Types 7 through 9 showed cosmetic changes to the Type 6, but about Stardate 2/0510, the Type 10 was introduced with new-style shields and more powerful weapons and engines. Vessels in this class were put into the reserve fleets about Stardate 2/14.

Of the approximately 300 built, about 150 currently serve in the reserve fleet. It is known that at least 90 have been sold to the private sector; one Type 5, one Type 7, and one Type 10 operate exclusively in the Triangle.

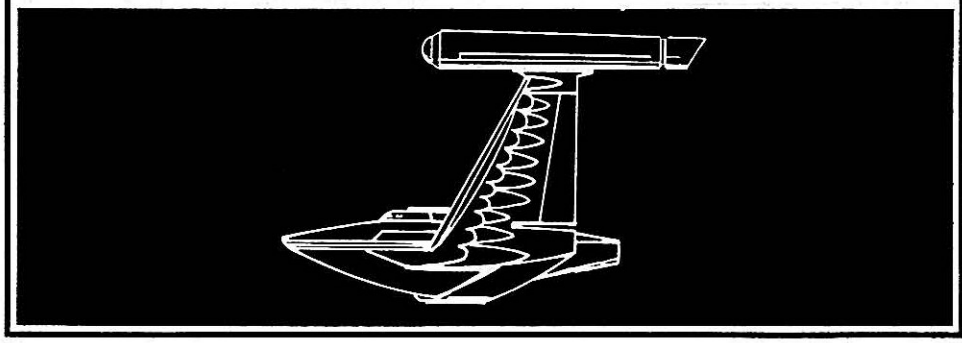
Named for the *verelan vastarum* (graceful flyer), a Romulan bird known for its ability to glide gracefully for hours at a time, these ships are common along the borders of the Star Empire, though they normally are not involved in military missions.

V-1 (Starglider) Class V Cruiser



V-1 (Starglider) CLASS V CRUISER

Construction Data:		
Model Numbers—	Type 1	Type 2
Date Entering Service—	1/88	1/98
Approx. Number Constructed—	70	40
Hull Data:		
Superstructure Points—	10	11
Damage Chart—	C	C
Size		
Length—	60 m	60 m
Width—	162 m	162 m
Height—	40 m	40 m
Weight—	48,700 mt	52,000 mt
Cargo		
Cargo Units—	120 SCU	120 SCU
Cargo Capacity—	6000 mt	6,000 mt
Landing Capability—	Yes	Yes
Equipment Data:		
Control Computer Type—	R3M	R3M
Transporters—		
Standard 9-person	1	1
Emergency 20-person	1	1
Small cargo	1	1
Other Data:		
Crew—	135	135
Passengers—	16	16
Shuttlecraft—	None	None
Engines And Power Data:		
Total Power Units Available—	20	23
Movement Point Ratio—	2/1	2/1
Warp Engine Type—	RWD-2	RWD-2
Number—	1	1
Power Units Available—	18	18
Stress Charts—	O/Q	O/Q
Maximum Safe Cruising Speed—	Warp 7	Warp 7
Emergency Speed—	Warp 8	Warp 8
Impulse Engine Type—	RIB-1	RIB-3
Power Units Available—	2	5
Weapons And Firing Data:		
Beam Weapon Type—	RB-2	RB-7
Number—	6	6
Firing Arcs—	1 p/a, 4 fwd, 1 s/a	1 p/a, 4 fwd, 1 s/a
Firing Chart—	K	J
Maximum Power—	2	4
Damage Modifiers—	None	
+2		(1 – 6)
+1		(7 – 10)
Shields Data:		
Deflector Shield Type—	RSD	RSG
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	8	13
Combat Efficiency: D-	40.3	50.7
WDF-	4.8	13.8



Notes:

Known Sphere Of Operation: Romulan interior

Data Reliability: D

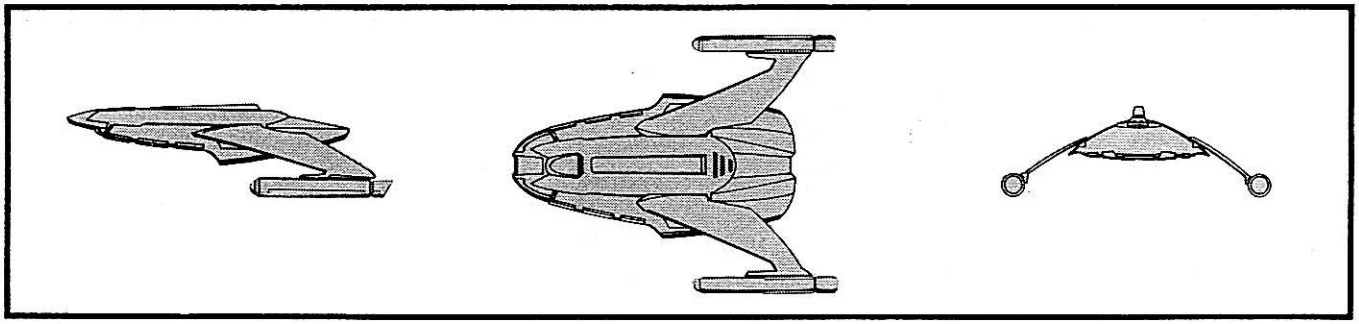
Major Data Source: Project Grey Ghost

Soon after its introduction into exploratory service, the *V-1* vessels were found to be unsuitable for their mission. The cramped quarters and work areas would not permit extensive onboard research and testing, which meant that the ships were compelled to land on most worlds to carry out their studies. Not only were such atmospheric operations difficult, but the exposure of the entire ship to unknown environments put them in constant danger. These risks were unacceptable to the Romulan High Command, so the class was reassigned as cruisers to supplement the fleets. It evidently saw no greater success in this role, for it was removed from active service about Stardate 2/0806. The Type 2 mounted better, bank-mounted weaponry and a more powerful impulse drive.

Of the approximately 100 built, half are assigned to reserve fleets. Eighteen have been sold to the civil sector, where they are used as private research vessels; two operate exclusively within the Triangle.

The class is named for *Vadaso Stelri* (glider in the stars), an asteroid in the Romulan home system. Ancient legend is reported to state that this glider was a returning message from the gods, directing the Romulans to follow it on its road through the stars.

V-2 (Hunter) Class VII Cruiser



V-2 (Hunter) CLASS VII CRUISER

Construction Data:		
Model Numbers—	Type 2	Type 5
Date Entering Service—	1/91	2/00
Approx. Number Constructed—	40	30
Hull Data:		
Superstructure Points—	14	14
Damage Chart—	C	C
Size		
Length—	150 m	153 m
Width—	118 m	118 m
Height—	40 m	40 m
Weight—	88,600 mt	88,700 mt
Cargo		
Cargo Units—	240 SCU	125 SCU
Cargo Capacity—	12,000 mt	6250 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R4M	R4M
Transporters—		
Standard 9-person	3	3
Emergency 20-person	2	2
Cargo	1	1
Cloaking Device Type—	None	None
Other Data:		
Crew—	220	225
Shuttlecraft—	2	2
Engines And Power Data:		
Total Power Units Available—	35	37
Movement Point Ratio—	3/1	3/1
Warp Engine Type—	RWD-1	RWD-1
Number—	2	2
Power Units Available—	16	16
Stress Charts—	O/O	O/O
Maximum Safe Cruising Speed—	Warp 6	Warp 6
Emergency Speed—	Warp 7	Warp 7
Impulse Engine Type—	RIB-2	RIB-3
Power Units Available—	3	5
Weapons And Firing Data:		
Beam Weapon Type—	RB-4	RB-4
Number—	6	6
Firing Arcs—	2 f/p, 2 f/s, 2 aft	2 f/p, 2 f/s. 2 aft
Firing Chart—	J	J
Maximum Power—	6	6
Damage Modifiers—		
+3	(1 – 2)	(1 – 2)
+2	(3 – 6)	(3 – 6)
+1	(7 – 10)	(7 – 10)
Plasma Weapon Type—	None	RPL-1
Number—		1
Firing Arcs—		fwd
Firing Chart—		E
Power To Arm—		10
Damage—		See Chart
Shields Data:		
Deflector Shield Type—	RSG	RSJ
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	12	14
Combat Efficiency: D-	54.0	59.5
WDF-	12.8	23.1

Notes:

Known Sphere Of Operation: Romulan interior

Data Reliability: F

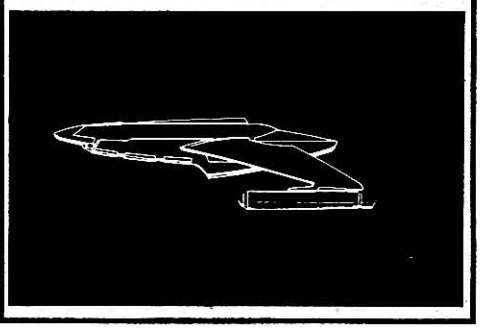
Major Data Source: Project Grey Ghost data acquisition

The *V-2* Class, first encountered by Project Grey Ghost, is believed to have been built for research missions, much like the Federation research cruisers are. Reportedly, spacious laboratory facilities and shuttlebays for cargo storage make this ship an oddity in the Romulan navy. Several recent combat encounters with the Klingons and forces to the coreward have proved the vessel to be undergunned and unsuitable for combat.

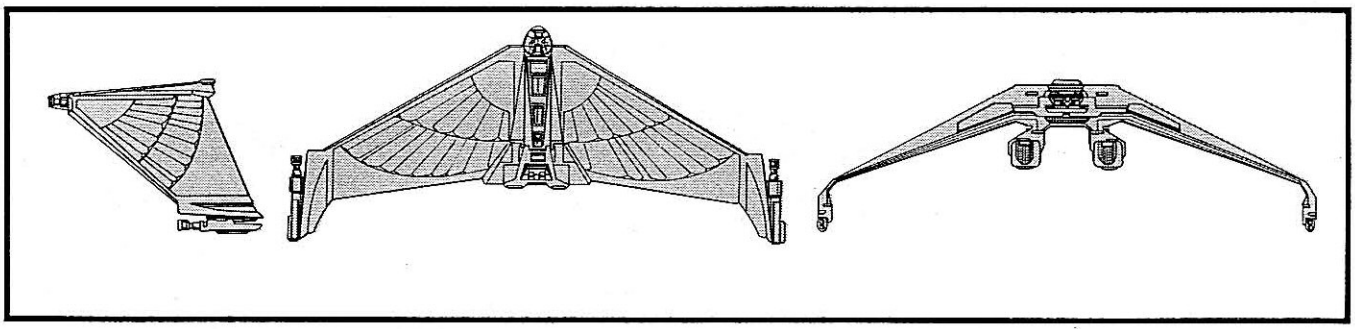
Several attempts were made to upgun the ship, with the last being the introduction of the Type 5, approximately Stardate 2/00. This version is reported to carry a small plasma weapon and improved impulse drive system. Even so, the *V-2* did not prove popular, and has been replaced by the *V-5* and *V-6* cruisers.

Of the approximately 70 Hunters built, about half are reported to be in reserve fleets and about 20 are reportedly working as research vessels for private firms. This vessel has not yet been scanned at close range, and plans given are highly speculative.

The ship is named from the Romulan *hathos* (hunter), likely in reference to its mission in the Exploration Division.

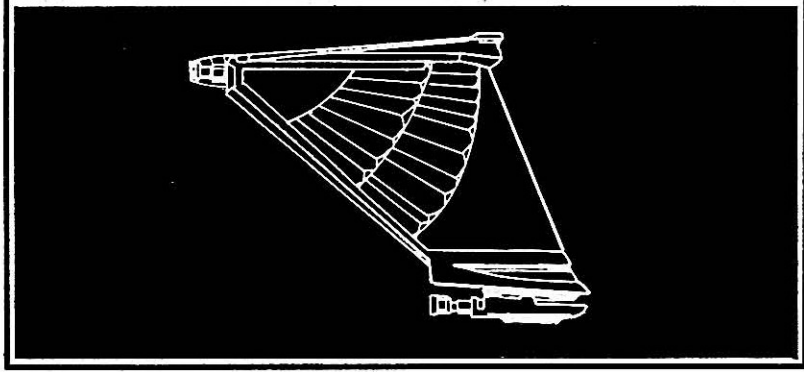


V-4 (Wing Of Vengance) Class VI Cruiser



***V-4 (Wing Of Vengance)* CLASS VI CRUISER**

Construction Data:		
Model Numbers—	Type 1	Type 2
Date Entering Service—	1/90	1/94
Approx. Number Constructed—	80	60
Hull Data:		
Superstructure Points—	12	13
Damage Chart—	C	C
Size		
Length—	85 m	85 m
Width—	195 m	195 m
Height—	60 m	60 m
Weight—	65,600 mt	66,800 mt
Cargo		
Cargo Units—	80 SCU	80 SCU
Cargo Capacity—	4000 mt	4000 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R4M	R4M
Transporters—		
Standard 9-person	2	2
Emergency 20-person	2	2
Cargo	1	1
Other Data:		
Crew—	160	160
Shuttlecraft—	2	2
Engines And Power Data:		
Total Power Units Available—	32	35
Movement Point Ratio—	3/1	3/1
Warp Engine Type—	RWC-2	RWC-2
Number—	2	2
Power Units Available—	15	15
Stress Charts—	N/Q	N/Q
Maximum Safe Cruising Speed—	Warp 6	Warp 6
Emergency Speed—	Warp 7	Warp 7
Impulse Engine Type—	RIB-1	RIB-3
Power Units Available—	2	5
Weapons And Firing Data:		
Beam Weapon Type—	RB-4	RB-8
Number—	6	6
Firing Arcs—	2 p/a, 2 fwd, 2 s/a	2 p/a, 2 fwd, 2 s/a
Firing Chart—	J	N
Maximum Power—	6	6
Damage Modifiers—		
+3	(1 – 2)	(1 – 4)
+2	(3 – 6)	(5 – 9)
+1	(7 – 10)	(10 – 13)
Shields Data:		
Deflector Shield Type—	RSG	RSJ
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	13	14
Combat Efficiency: D-	50.7	55.1
WDF-	19.2	24.6



Notes:

Known Sphere Of Operation: Empire interior.

Data Reliability: D

Major Data Source: Klingon sector intelligence

The *V-4* class has, by far, the most unusual design to come from Romulan engineers; fashioned like a giant wing, it was created not only for aesthetics but for combat. When the vessels were first introduced, they were intended to lead an expansion effort, but the war between the Klingons and Federation caused them to be sent to patrol the Klingon border. The Type 2 mounted a more powerful impulse drive system and improved disruptors, which accounted for its greater combat efficiency.

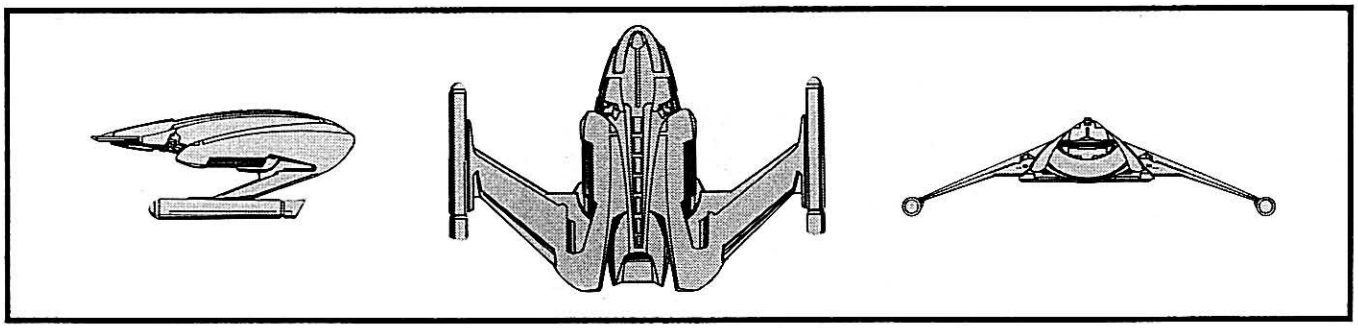
The *V-4s* were painted by crewmembers in a variety of patterns. These ships, though popular with their crews, were removed from service sometime after Stardate 2/16 for more powerful designs. Of the approximately 135 built, about 65 are in reserve fleets. Six are reported to be used as training vessels, and two are used as spaceborn museums, one each stationed at Remus and at Corill. Eighteen are known to be operating in the civil sector.

On Stardate 1/9611, nine of these vessels are known to have been sent into the Triangle to liberate a small system from the Klingons. The Romulans pressed the attack against the three *D-7s* protecting the system, immediately destroying two and driving the other away. Flushed with victory, the Romulan commander sent five of his group after the fleeing enemy, but they encountered nine *D-7s* and three *D-10s* arriving to reinforce the area. The Romulans flew into a classic trap laid by the Klingon battlegroup, and three were destroyed before getting off one shot. The remaining Romulans miraculously crippled four of the Klingon vessels before one was crippled itself and the remaining vessel fled. The Klingons abandoned the effort and withdrew from the area.

This battle caused a stir in the Klingon High Command, as the ship had never before been encountered. Because the stories told of its abilities were inflated to make the Klingon fleet commander look good, the *V-4s* enjoyed an undeserved notoriety amongst the Klingons for many years.

The class is named from the Romulan *vastam cl'vangas* (wing of vengeance), in reference to the vessel's combat capabilities.

V-5 (Skyfire) Class VII/VIII Cruiser



***V-5 (Skyfire)* CLASS VII/VIII CRUISER**

	Type 1	Type 2
Construction Data:		
Model Numbers—	Type 1	Type 2
Ship Class—	VII	VIII
Date Entering Service—	1/96	2/00
Approx. Number Constructed—	40	40
Hull Data:		
Superstructure Points—	17	18
Damage Chart—	B	B
Size		
Length—	160 m	160 m
Width—	233 m	233 m
Height—	60 m	60 m
Weight—	93,500 mt	114,300 mt
Cargo		
Cargo Units—	170 SCU	190 SCU
Cargo Capacity—	6500 mt	8500 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R4M	R4M
Transporters—		
Standard 9-person	3	3
Emergency 20-person	2	2
Cargo	1	1
Cloaking Device Type—	RCC	RCC
Power Requirement—	15	15
Other Data:		
Crew—	270	270
Shuttlecraft—	2	2
Engines And Power Data:		
Total Power Units Available—	35	38
Movement Point Ratio—	3/1	3/1
Warp Engine Type—	RWD-1	RWE-1
Number—	2	2
Power Units Available—	16	13
Stress Charts—	O/O	I/L
Maximum Safe Cruising Speed—	Warp 6	Warp 7
Emergency Speed—	Warp 7	Warp 8
Impulse Engine Type—	RIB-2	RID-3
Power Units Available—	3	12
Weapons And Firing Data:		
Beam Weapon Type—	RB-5	RB-5
Number—	4	4
Firing Arcs—	2 p/a, 2 s/a	2 p/a, 2 s/a
Firing Chart—	V	V
Maximum Power—	5	5
Damage Modifiers—		
+3	(1 – 10)	(1 – 10)
+2	(11 – 16)	(11 – 16)
+1	(17 – 21)	(17 – 21)
Beam Weapon Type—	RB-6	
Number—	2	
Firing Arcs—	fwd	
Firing Chart—	T	
Maximum Power—	6	
Damage Modifiers—	+2	(1 – 18)
Missile Weapon Type—	None	RPL-1
Number—		1
Firing Arcs—		fwd
Firing Chart—		E
Power To Arm—		10
Damage—		See Chart
Shields Data:		
Deflector Shield Type—	RSJ	RSJ
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	14	13
Combat Efficiency: D-	61.3	61.7
WDF-	43.8	28.4

Notes:

Known Sphere Of Operation: Romulan interior

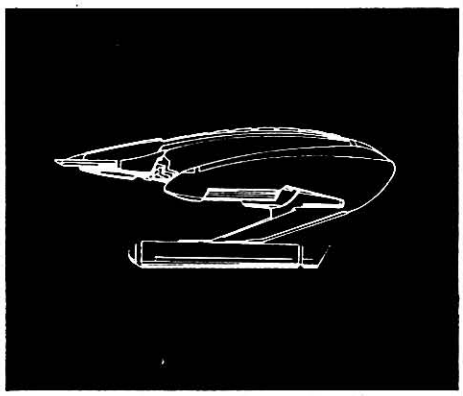
Data Reliability: D

Major Data Source: Project Grey Ghost; Klingon Sector Intelligence

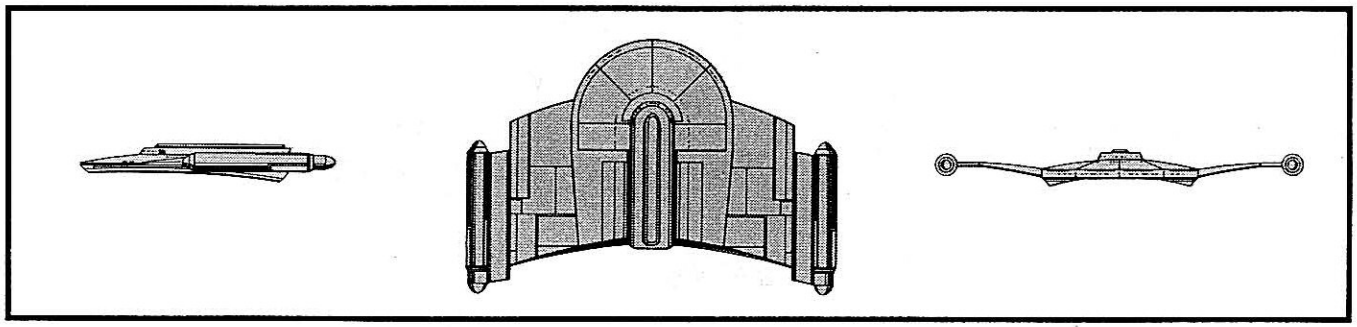
The *V-5* Class, apparently brought into service to supplement the *V-2* Class, combines the need for a military vessel with that of a research vessel. Though it reportedly is quite capable for combat roles in which the *V-2* is a failure, it fills its research roles less well. The Type 1 mounted an impressive array of disruptors with very good fields of fire. The Type 2, introduced about Stardate 2/00, saw the removal of the forward firing disruptors in favor of a bow-mounted plasma weapon, but this version did not prove to be as combat-efficient as the earlier model and has not been reported in any great numbers.

Of the approximately 80 built, about 50 are assigned to reserve fleets. Several are used as training vessels, and eight are reported to be in use as private research vessels or cruisers.

The class is named from the Romulan *ralaaram ocala* (fire from the sky), in reference to its military capabilities.



V-6 (Gallant Wing) Class X/XII Cruiser



***V-6 (Gallant Wing)* CLASS X/XII CRUISER**

Construction Data:		
Model Numbers—	Type 1	Type 5
Ship Class—	X	X
Date Entering Service—	2/09	2/11
Approx. Number Constructed—	30	50
Hull Data:		
Superstructure Points—	20	22
Damage Chart—	B	B
Size		
Length—	172 m	172 m
Width—	250 m	252 m
Height—	47 m	48 m
Weight—	140,500 mt	144,000 mt
Cargo		
Cargo Units—	250 SCU	250 SCU
Cargo Capacity—	12,500 mt	12,500 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R5M	R5M
Transporters—		
Standard 9-person	4	4
Emergency 20-person	2	2
Cargo	2	2
Cloaking Device Type—	RCD	RCD
Power Requirement—	22	22
Other Data:		
Crew—	300	300
Shuttlecraft—	2	2
Engines And Power Data:		
Total Power Units Available—	40	40
Movement Point Ratio—	4/1	4/1
Warp Engine Type—	RWF-1	RWF-1
Number—	2	2
Power Units Available—	18	18
Stress Charts—	G/L	G/L
Maximum Safe Cruising Speed—	Warp 7	Warp 7
Emergency Speed—	Warp 9	Warp 9
Impulse Engine Type—	RID-1	RID-1
Power Units Available—	4	4
Weapons And Firing Data:		
Beam Weapon Type—	RB-6	RB-9
Number—	6, in 3 banks of 2	6, in 3 banks of 2
Firing Arcs—	2 p/f, 2 fwd, 2 f/s	2 p/f, 2 fwd, 2 f/s
Firing Chart—	T	W
Maximum Power—	5	6
Damage Modifiers—		
+3	–	(1 – 8)
+2	(1 – 18)	(9 – 16)
+1	–	(17 – 20)
Plasma Weapon Type—	RPL-2	RPL-2
Number—	1	1
Firing Arcs—	fwd	fwd
Firing Chart—	M	M
Power To Arm—	15	15
Damage—	See Chart	See Chart
Shields Data:		
Deflector Shield Type—	RSN	RSO
Shield Point Ratio—	1/2	1/3
Maximum Shield Power—	15	15
Combat Efficiency: D-	78.6	96.0
WDF-	62.8	75.4

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Data Source: Combat reports

The *V-6* Class was considered to be the ultimate replacement to fill the need for both a military vessel and a research vessel. Designed much like Star Fleet research cruisers, they are well-equipped for research duties for combat.

At the time of their introduction about Stardate 2/09, they were the most powerful ships in the fleet. The Type 1 mounted six of the most powerful disruptors available and the RPL-2 plasma weapon. Although these vessels never saw combat with any Federation ships, it is speculated that this model would have been an even match for a *Constitution* Class cruiser.

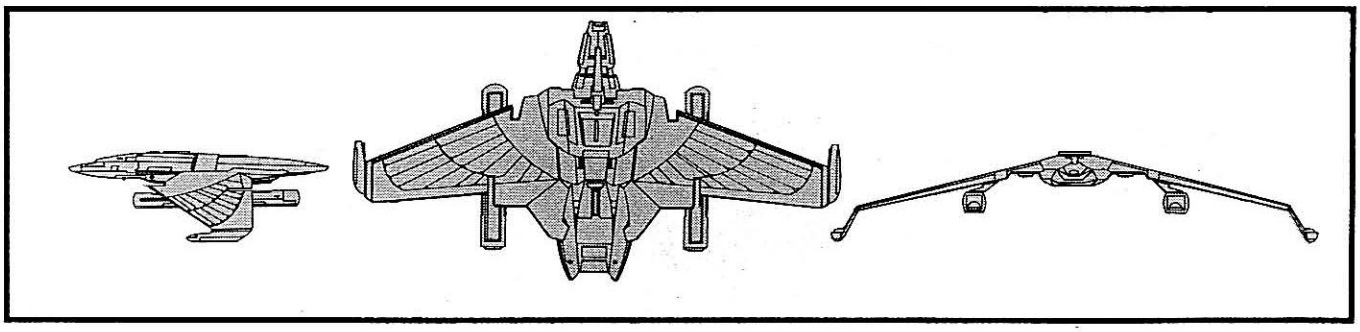
With the Type 5, introduced about Stardate 2/11, the combat efficiency improved because its more powerful disruptors, more efficient shields, and stronger superstructure. At this time, all Type 1s were recalled for refitting to the new configuration, and, by Stardate 2/13, this process had been completed. The Type 5 remained in service until about Stardate 2/22, when all had been converted to the Type 7.

The Type 7, introduced on Stardate 2/1607, mounted improved engines and was structurally improved. Vessels of this type are expected to remain a mainstay of the active Navy.

Of the approximately 100 *V-6s* built, nearly all remain in active service. One operates as a private research vessel, appearing infrequently in the Triangle.

The class is named from the Romulan *s'ten vastam* (gallant wing).

V-7 (Whitewind) Class IX/X Cruiser



V-7 (Whitewind) CLASS IX/X CRUISER

Construction Data:		
Model Numbers—	Type 1	Type 3
Ship Class—	IX	X
Date Entering Service—	2/12	2/17
Approx. Number Constructed—	60	
Hull Data:		
Superstructure Points—	18	
Damage Chart—	B	
Size		
Length—	140 m	
Width—	260 m	
Height—	48 m	
Weight—	139,500 mt	
Cargo		
Cargo Units—	320 SCU	
Cargo Capacity—	16,000 mt	
Landing Capability—	None	
Equipment Data:		
Control Computer Type—	R4M	
Transporters—		
Standard 9-person	4	
Emergency 20-person	4	
Cargo	2	
Cloaking Device Type—	RCC	
Power Requirement—	15	
Other Data:		
Crew—	320	
Shuttlecraft—	6	
Engines And Power Data:		
Total Power Units Available—	44	
Movement Point Ratio—	4/1	
Warp Engine Type—	RWF-1	
Number—	2	
Power Units Available—	18	
Stress Charts—	G/L	
Maximum Safe Cruising Speed—	Warp 7	
Emergency Speed—	Warp 9	
Impulse Engine Type—	RID-2	
Power Units Available—	8	
Weapons And Firing Data:		
Beam Weapon Type—	RB-5	
Number—	4, in 2 banks of 2	
Firing Arcs—	2 p/f, 2 f/s	
Firing Chart—	V	
Maximum Power—	5	
Damage Modifiers—		
+3	(1 – 10)	
+2	(11 – 16)	
+1	(17 – 21)	
Beam Weapon Type—		
Number—	–	
Firing Arcs—	–	
Firing Chart—	–	
Maximum Power—	–	
Damage Modifiers—		
+3	–	
+2	–	
+1	–	
Missile Weapon Type—	None	
Number—	–	
Firing Arcs—	–	
Firing Chart—	–	
Power To Arm—	–	
Damage—	–	
Plasma Weapon Type—	RPL-2	
Number—	1	
Firing Arcs—	fwd	
Firing Chart—	M	
Power To Arm—	15	
Damage—	See Chart	
Shields Data:		
Deflector Shield Type—	RSK	
Shield Point Ratio—	1/2	
Maximum Shield Power—	13	
Combat Efficiency: D/WDF-	79.6/45.0	

Notes:

Known Sphere Of Operation: Klingon borders
Data Reliability: C
Major Data Source: Project Grey Ghost

Like their counterparts in the *V-6* Class, the *V-7s* were designed for multiple roles, with spacious interiors and complete onboard research facilities.

The Type 1 entered service about Stardate 2/12 and is still being produced as a support ship, even though it is not as efficient in combat as later models. Mounting the RPL-2 plasma weapon and a cloaking device, the Type 1 is capable of operating alone.

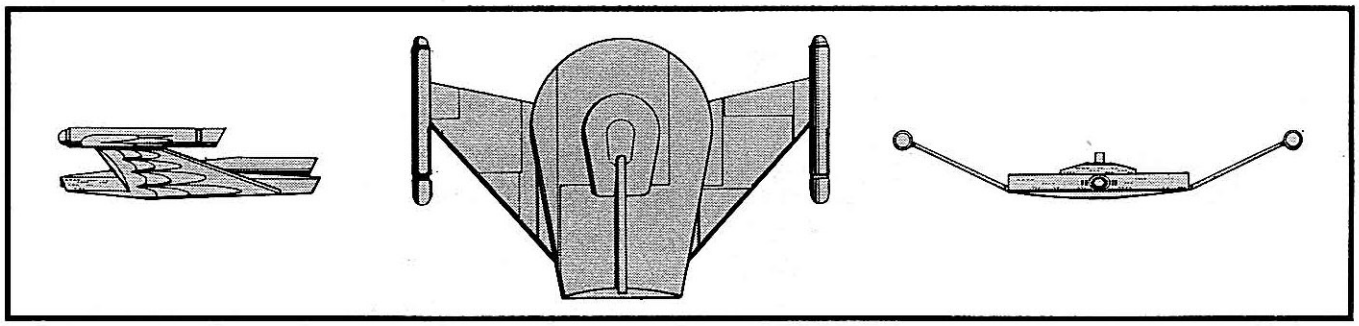
The Type 3, introduced about Stardate 2/17, is the pre ferred model of the class. It mounts two additional disruptors and three photon torpedoes, and it has more efficient shields.

Of the approximately 80 *V-7s* built, nearly all remain in active service. Current production of the Whitewind is estimated at six per year.

The aft weaponry of the *V-7s* has set the standard for the Romulan Navy, as exemplified by this Project Grey Ghost report of an incident between two *V-7s* and two Klingon *L-9* Class frigates. The *V-7s,* investigating asteroid clusters, detected the Klingons as they approached. Both *V-11s* cloaked and deployed. As the unsuspecting Klingons began surveying the asteroids, the *V-7s* decloaked and opened fire, only to have the Klingons disappear from view and sensor, obviously taking advantage of cloaking capabilities acquired in the technological exchange. In the waiting game that followed, all four ships remained cloaked and invisible to sensors for several hours. Finally, one of the Klingon commanders became impatient and attempted to warp away from the area. Unfortunately, his path of departure resulted in a collision and catastrophic explosion. The remaining ships immediately decloaked, only to find themselves lying aft to aft, which put the Klingon at a disadvantage because of its lack of torpedoes to the rear. It suffered serious damage and surrendered to the Romulan commander, who allowed the Klingon to leave after surrendering the cloaking device.

The class is named for a meteorological disturbance peculiar to Remus. As described in *The Eridam Papers,* twice per Remus year, a hot wind blows across the northern hemisphere for as long as five days. Mineral particles from the western cliffs are borne aloft by the winds, and, at night, their phosphorescense causes the hemisphere-wide nightglow that gives the weather phenomenon its name *aye mosaram* (white wind).

V-8 (Bird Of Prey) Class VI Cruiser



***V-8 (Bird Of Prey)* CLASS VI CRUISER**

Construction Data:		
Model Numbers—	Type 1	Type 4
Date Entering Service—	2/00	2/08
Approx. Number Constructed—	21	73
Hull Data:		
Superstructure Points—	15	15
Damage Chart—	B	B
Size		
Length—	136 m	136 m
Width—	199 m	199 m
Height—	47 m	47 m
Weight—	67,100 mt	68,000 mt
Cargo		
Cargo Units—	48 SCU	48 SCU
Cargo Capacity—	2400 mt	2400 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R4M	R4M
Transporters—		
Standard 9-person	1	1
Emergency 20-person	1	1
Cargo	1	1
Cloaking Device Type—	RCC	RCC
Power Requirement—	15	15
Other Data:		
Crew—	150	150
Shuttlecraft—	None	None
Engines And Power Data:		
Total Power Units Available—	26	28
Movement Point Ratio—	3/1	3/1
Warp Engine Type—	RWC-1	RWC-1
Number—	2	2
Power Units Available—	12	12
Stress Charts—	M/P	M/P
Maximum Safe Cruising Speed—	Warp 4	Warp 4
Emergency Speed—	Warp 6	Warp 6
Impulse Engine Type—	RIB-1	RIC-2
Power Units Available—	2	4
Weapons And Firing Data:		
Beam Weapon Type—	RB-4	RB-6
Number—	1	2
Firing Arcs—	port/fwd/stbd	port/fwd/stbd
Firing Chart—	J	T
Maximum Power—	6	6
Damage Modifiers—		
+3	(1 – 2)	–
+2	(3 – 6)	(1 – 18)
+1	(7 – 10)	–
Plasma Weapon Type—	RPL-2	RPL-2
Number—	1	1
Firing Arcs—	fwd	fwd
Firing Chart—	M	M
Power To Arm—	15	15
Damage—	See Chart	See Chart
Shields Data:		
Deflector Shield Type—	RSE	RSH
Shield Point Ratio—	1/2	1/2
Maximum Shield Power—	8	11
Combat Efficiency: D-	57.5	63.5
WDF-	21.4	32.0

Notes:

Known Sphere Of Operation: Triangle; Romulan interior

Data Reliability: A

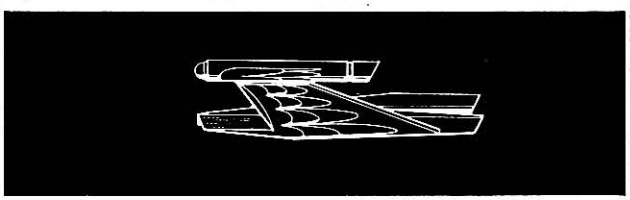
Major Data Source: Combat reports; Triangle Sector Intelligence

On Stardate 2/0710, a *V-8* was encountered by a Star Fleet cruiser patrolling the Neutral Zone, the first such contact in over 100 years and the very first visual contact with a Romulan war vessel. The incursion into Federation space obviously was intended to test UFP defenses, and the *V-8* destroyed several listening posts and bases before being heavily damaged by the Federation vessel and self-destructing to avoid capture. Because of this incident, and because these ships were encountered in increasing numbers afterward, this vessel, more than any other, has been identified with Romulan military actions. For many years, these vessels were believed to be the mainstay of the Romulan fleet, but improved intelligence reveals that this was a misconception.

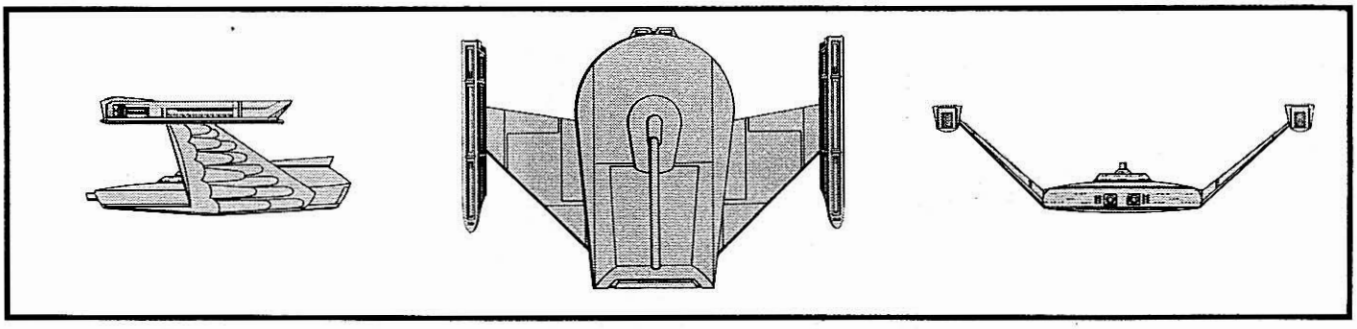
The vessel was designed to carry the RPL-2 plasma weapon; because of its size and bulk, the Type 1 ships, 136 meters long, actually were built around the 110-foot-long weapon. The other major feature of the Type 1 was the use of new shielding technology. The Type 4, with upgraded disruptors, was introduced to overcome the inadequate firepower of earlier models.

Of the approximately 100 ships built, about 40 are assigned to reserve fleets. Six have been modified and sold to the civil sector, including two Type 1s, one each of Type 2 and Type 3, and two Type 4s, all of which operate in and out of the Triangle.

The class is named for the Romulan *vas hatham* (bird of prey), in reference to a huge, flying predator, reportedly native to Romulus, but so revered that they have been transplanted to several of the conquered worlds in the empire. Living for nearly 100 years, these avians can reach nearly giant proportions, some having wingspans as wide as 50 feet and weighing as much as 400 pounds.



V-9 (Night Flyer) Class VI Cruiser



***V-9 (Night Flyer)* CLASS VI CRUISER**

Construction Data:	
Model Numbers—	Type 1
Date Entering Service—	2/08
Approx. Number Constructed—	110
Hull Data:	
Superstructure Points—	15
Damage Chart—	B
Size	
Length—	136 m
Width—	190 m
Height—	57 m
Weight—	69,400 mt
Cargo	
Cargo Units—	80 SCU
Cargo Capacity—	4000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	R4M
Transporters—	
Standard 9-person	3
Emergency 20-person	2
Cargo	1
Cloaking Device Type—	RCC
Power Requirement—	15
Other Data:	
Crew—	162
Shuttlecraft—	2
Engines And Power Data:	
Total Power Units Available—	28
Movement Point Ratio—	3/1
Warp Engine Type—	RWC-1
Number—	2
Power Units Available—	12
Stress Charts—	M/P
Maximum Safe Cruising Speed—	Warp 4
Emergency Speed—	Warp 6
Impulse Engine Type—	RIC-2
Power Units Available—	4
Weapons And Firing Data:	
Beam Weapon Type—	RB-6
Number—	4, in 2 banks of 2
Firing Arcs—	2 p/f/s, 2 aft
Firing Chart—	T
Maximum Power—	6
Damage Modifiers—	
+2	(1 – 18)
Plasma Weapon Type—	RPL-1
Number—	2
Firing Arcs—	F
Firing Chart—	E
Power To Arm—	10
Damage—	See Chart
Shields Data:	
Deflector Shield Type—	RSH
Shield Point Ratio—	1/2
Maximum Shield Power—	11
Combat Efficiency: D-	63.5
WDF-	42.4

Notes:

Known Sphere Of Operation: Federation borders

Data Reliability: C

Major Data Source: Triangle Sector Intelligence

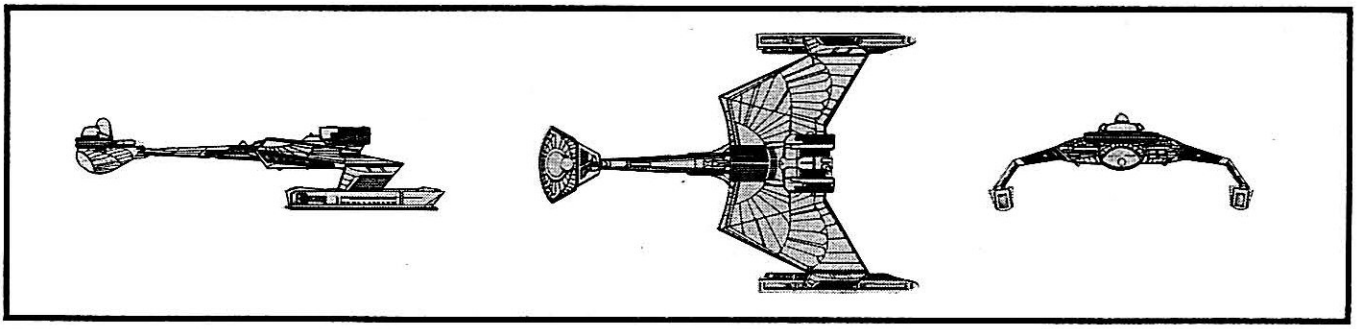
The *V-9* Class, created from plans for the older *V-8* (Bird Of Prey) Class, was constructed in response to the need for increased firepower and speed. Its similarity to the *V-8* on casual inspection is responsible for the prolonged myth that the *V-8* was the mainstay of the Romulan Navy.

The Type 1 was introduced about Stardate 2/0805. It was the first vessel in the Romulan fleet to carry two plasma weapons, and it had an impressive array of disruptors and a cloaking device. This vessel reportedly became extremely popular with front line commanders, because of its ability to deliver multiple plasma weapon strikes. It did not, however, address the speed problem still seen in the concurrent Type 4 *V-8,* and several power plant changes resulted in the successful Type 6.

Of the approximately 180 *V-9s* constructed, about 160 remain in active service; of these, some are known to be assigned to Romulan Intelligence as training vessels. There are reports of these vessels operating within the Triangle.

The class is named from the Romulan *temar vastaram* (night flyer), in reference to a small, nocturnal, flying predator native to Remus. *The Eridam Papers* state that they were the source of many ancient legends and myths about invisible predators from another dimension.

V-11 (Stormbird) Class VII/X Cruiser



V-11 (Stormbird) CLASS VII/X CRUISER

Construction Data:		
Model Numbers—	Type 1	Type 2
Ship Class—	VII	IX
Date Entering Service—	2/09	2/12
Approx. Number Constructed—	80	40
Hull Data:		
Superstructure Points—	20	20
Damage Chart—	C	C
Size		
Length—	216 m	220 m
Width—	152 m	152 m
Height—	55 m	55 m
Weight—	96,600 mt	136,300 mt
Cargo		
Cargo Units—	120 SCU	120 SCU
Cargo Capacity—	6000 mt	6000 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R4M	R4M
Transporters—		
Standard 9-person	3	3
Emergency 18-person	1	1
Combat 22-person	5	5
Cargo	2	2
Cloaking Device Type—	RCC	RCC
Power Requirement—	15	15
Other Data:		
Crew—	350	355
Troops—	220	220
Shuttlecraft—	5	5
Engines And Power Data:		
Total Power Units Available—	40	41
Movement Point Ratio—	4/1	4/1
Warp Engine Type—	KWD-1	RWF-1
Number—	2	2
Power Units Available—	18	16
Stress Charts—	L/N	O/O
Maximum Safe Cruising Speed—	Warp 6	Warp 7
Emergency Speed—	Warp 8	Warp 9
Impulse Engine Type—	KIC-2	RIC-2
Power Units Available—	4	5
Weapons And Firing Data:		
Beam Weapon Type—	RB-6	RB-6
Number—	4	4
Firing Arcs—	2 p/f, 2 f/s	2 p/f, 2 f/s
Firing Chart—	T	T
Maximum Power—	6	6
Damage Modifiers—		
+3	–	–
+2	(1 – 18)	(1 – 18)
+1	–	–
Missile Weapon Type—	None	None
Number—	–	–
Firing Arcs—	–	–
Firing Chart—	–	–
Power To Arm—	–	–
Damage—	–	–
Plasma Weapon Type—	None	RPL-1
Number—	–	1
Firing Arcs—	–	fwd
Firing Chart—	–	E
Power To Arm—	–	10
Damage—	–	See Chart
Shields Data:		
Deflector Shield Type—	RSG	RSK
Shield Point Ratio—	1:1	1:2
Maximum Shield Power—	11	13
Combat Efficiency: D-	58.6	76.6
WDF-	30.8	36.6

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Data Source: Klingon version in Star Fleet possession; Klingon Sector Intelligence

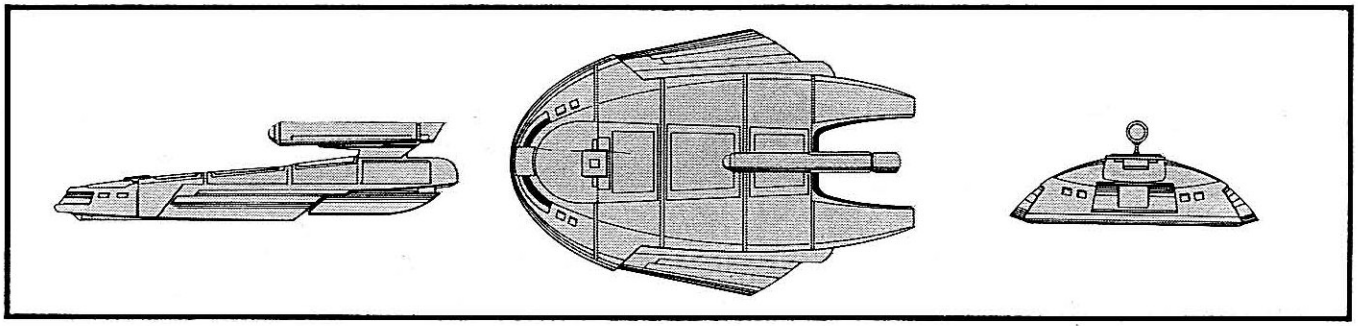
Because of the Romulan-Klingon technological exchange treaties, the Klingons agreed to exchange their *D-7A* Class cruisers for Romulan plasma weapons and several old-style cloaking devices. These vessels, delivered Stardate 2/09, 2/12, and 2/17 became the *V-11* Class.

The 80 vessels in the initial shipment were stripped of their weapons, but the Klingon engines were retained to form the Type 1. The 42 in the second shipment were delivered without engines, shields, or weapons; these were fitted as the Type 2 with a plasma weapon and more efficient shielding. The 50 vessels in the final shipment also were delivered completely stripped, and these were fitted as the Type 5, with fore- and aft-mounted photon torpedoes reminiscent of the Klingon *D-7M* Class. Types 3 and 4 are modified Type 1s.

Although 172 of these ships have entered Romulan service, they are not liked by their commanders or crews, many of whom consider them to be enemy vessels. In recent years, the Romulans have begun deploying many of the approximately 160 remaining in active service along the Klingon borders in direct violation of the signed accords.

The class is named for the *vas'kalabam* (bird of storms), a small, flying predator of Remus. These nocturnal avians are often seen gliding on the rising winds before a storm and it is said they are capable of travelling hundreds of miles in the vanguard of a storm.

P-2 (Ranajmar) Class II Cutter



***P-2 (Ranajmar)* CLASS II CUTTER**

Construction Data:		
Model Numbers—	Type 1	Type 4
Date Entering Service—	1/92	2/01
Approx. Number Constructed—	500	950
Hull Data:		
Superstructure Points—	3	4
Damage Chart—	C	C
Size		
Length—	47 m	47 m
Width—	30 m	30 m
Height—	12 m	12 m
Weight—	8,300 mt	15,000 mt
Cargo		
Cargo Units—	10 SCU	10 SCU
Cargo Capacity—	500 mt	500 mt
Landing Capability—	Yes	Yes
Equipment Data:		
Control Computer Type—	R2M	R2M
Other Data:		
Crew—	16	16
Engines And Power Data:		
Total Power Units Available—	8	13
Movement Point Ratio—	1/2	1/1
Warp Engine Type—	RWA-1	RWB-1
Number—	1	1
Power Units Available—	6	10
Stress Charts—	K/M	K/O
Maximum Safe Cruising Speed—	Warp 7	Warp 6
Emergency Speed—	Warp 8	Warp 7
Impulse Engine Type—	RIA-2	RIA-3
Power Units Available—	2	3
Weapons And Firing Data:		
Beam Weapon Type—	RB-2	RB-2a
Number—	2	2
Firing Arcs—	1 f/p/a, 1 f/s/a	1 f/p/a, 1 f/s/a
Firing Chart—	K	K
Maximum Power—	2	3
Damage Modifiers—	none	—
+3	–	(1–4)
+2	–	(5–9)
+1	–	(10–14)
Shields Data:		
Deflector Shield Type—	RSA	RSC
Shield Point Ratio—	1/1	1/2
Maximum Shield Power—	5	10
Combat Efficiency: D-	34.3	55.7
WDF-	1.6	4.2

Notes:

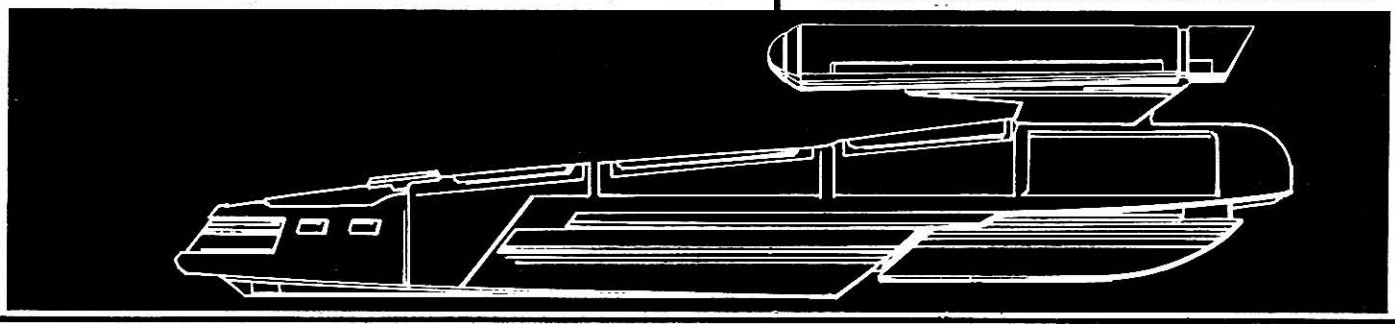
Known Sphere Of Operation: Empire-wide use
Data Reliability: B
Major Data Source: Triangle sector intelligence

Common to the Romulan borders, *P-2s* also may be found in planetary systems where Romulan law is not fully established. Usually assigned in groups of three to five, these cutters are quite capable of handling civil vessels.

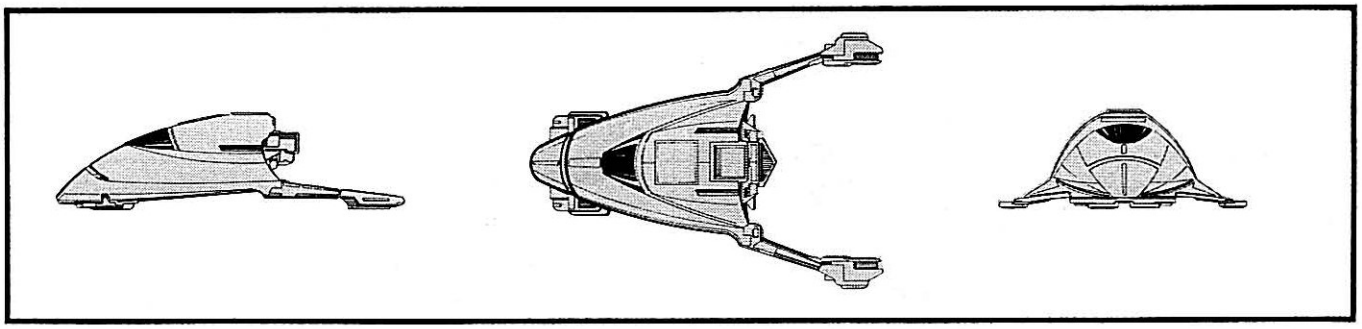
Type 1 is known to have entered service just prior to the outbreak of the Four Years War between the Klingons and the Federation; used to defend newly-acquired areas along the Triangle, it was reported to be underpowered and undergunned to handle its mission. Types 2 and 3 had slight interior and cosmetic changes, but they did not really address the issue of mission suitability and represented no real improvement over the Type 1. The Type 4 remedied this, however, and has not been changed in over 20 years; it has a larger, more powerful warp engine and impulse engine and upgraded weaponry. By Stardate 2/0412, all vessels of this class still in service are thought to have been converted to Type 4.

Of the approximately 1,500 *P-2s* built, about 950 are in active service, about 50 are assigned to reserve fleets, and about 350 have been lost or destroyed. Best count shows 117 vessels operating in the civil sector; of these, two Type 1s, one Type 2, and two Type 4s operate almost exclusively in the Triangle.

The Eridam Papers indicate that the class derives its name from a small creature of Romulan mythology, a familiar kept by Monan the Seer. The legend says that one day, while Monan was away, bandits attempted to enter his abode and steal his treasures. They were surprised by this strange little reptile, which attacked without care for its safety. Upon his return home, Monan found seven dead bandits and his familiar perilously close to death from the wounds it had received. None of Monan's treasures had been taken.

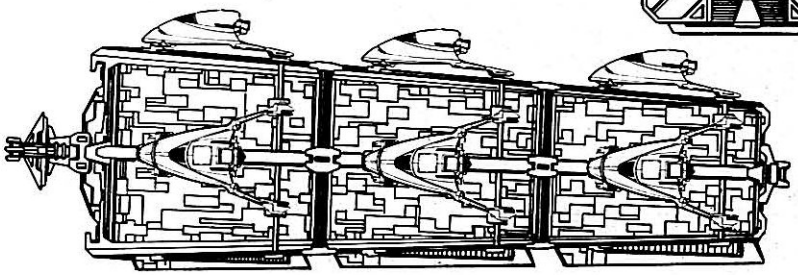


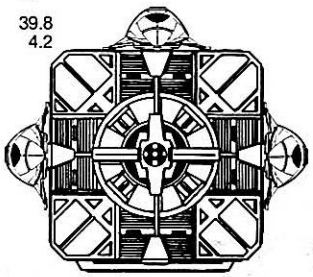
P-3 (Caladan) Class II Cutter



***P-3 (Caladan)* CLASS II CUTTER**

Construction Data:		
Model Numbers—	Type 1	Type 3
Date Entering Service—	1/95	2/04
Approx. Number Constructed—	210	745
Hull Data:		
Superstructure Points—	2	3
Damage Chart—	B	B
Size		
Length—	45 m	45 m
Width—	32 m	32 m
Height—	12 m	12 m
Weight—	5100 mt	7,050 mt
Cargo		
Cargo Units—	10 SCU	10 SCU
Cargo Capacity—	500 mt	500mt
Landing Capability—	Yes	Yes
Equipment Data:		
Control Computer Type—	R1M	R1M
Transporters—	None	None
Other Data:		
Crew—	12	12
Shuttlecraft—	None	None
Engines And Power Data:		
Total Power Units Available—	10	10
Movement Point Ratio—	1/2	1/2
Sub-Light Engine Type—	RSLA	RSLA
Number—	1	1
Power Units Available—	10	10
Stress Charts—	H/J	H/J
Weapons And Firing Data:		
Beam Weapon Type—	RB-2	RB-2a
Number—	2	2
Firing Arcs—	1 f/s, 1 f/p	1 f/p, 1 f/s
Firing Chart—	K	K
Maximum Power—	2	3
Damage Modifiers—	None	
+3		(1 – 4)
+2		(5 – 9)
+1		(10 – 14)
Shields Data:		
Deflector Shield Type—	RSA	RSC
Shield Point Ratio—	1/1	1/2
Maximum Shield Power—	5	10
Combat Efficiency: D-	38.3	39.8
WDF-	1.6	4.2



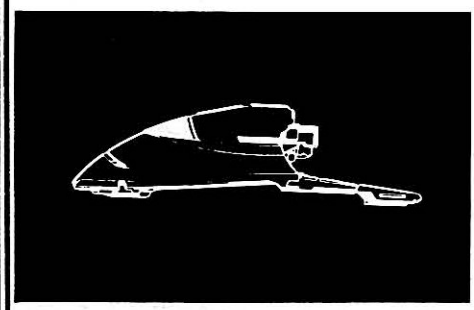


Built to supplement the *P-2s,* the *P-3s* are used in groups of two or three in the more hostile areas of the Empire. Unlike the *P-2s,* however, the *P-3s* have no warp drive capability, but rely on a powerful impulse engine for their maneuver power. These ships are transferred from one system to another by a special carrier designed to carry up to nine at one time, which can be transported freely.

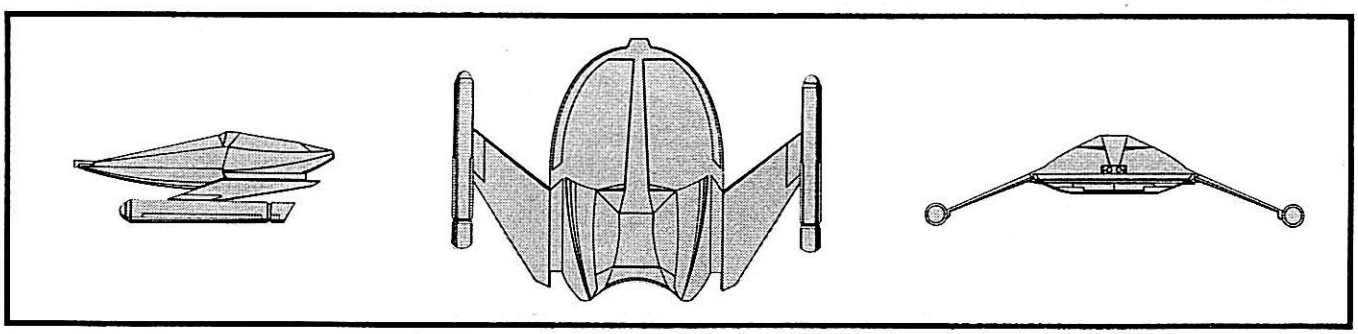
The Type 1 was found to be undergunned. This fault was corrected by adding slightly more powerful weapons in the Type 3. By Stardate 2/0612, all Type 1s and Type 2s in service were refitted with the newer weapons.

Of the approximately 960 *P-3s* built, about 650 are in active service, about 50 are in reserve fleets, and about 130 have been lost or destroyed. Intelligence estimates show about 100 Type 1/Type 2s and 30 Type 3s in use in the civil sector; of these, two Type 1s, two Type 2s, and one Type 3 are based in the Triangle.

The class is reportedly named for the Caladan Mountains of Remus, which are reputed to protect the city-states on their leeward sides from the constant and violent winds and also from marauders.



T-2 (Death Talon) Class IV Destroyer



T-2 (Death Talon) CLASS IV DESTROYER

	Type 1	Type 3	Type 7
Construction Data:			
Model Numbers—	Type 1	Type 3	Type 7
Date Entering Service—	1/89	2/00	2/08
Approx. Number Constructed—	80	90	70
Hull Data:			
Superstructure Points—	8	8	10
Damage Chart—	B	B	B
Size			
Length—	115 m	120 m	120 m
Width—	165 m	165 m	165 m
Height—	40 m	40 m	40 m
Weight—	31,300 mt	31,500 mt	36,000 mt
Cargo			
Cargo Units—	45 SCU	40 SCU	40 SCU
Cargo Capacity—	2250 mt	2000 mt	2000 mt
Landing Capability—	Yes	Yes	Yes
Equipment Data:			
Control Computer Type—	R3M	R3M	R3M
Transporters—			
Standard 9-person	2	2	2
Emergency 20-person	1	1	1
Cargo	1	1	1
Cloaking Device Type—	None	None	RCB
Power Requirement—	–	–	10
Other Data:			
Crew—	105	110	112
Shuttlecraft—	None	None	None
Engines And Power Data:			
Total Power Units Available—	23	23	25
Movement Point Ratio—	2/1	2/1	2/1
Warp Engine Type—	RWB-1	RWB-1	RWB-1
Number—	2	2	2
Power Units Available—	10	10	10
Stress Charts—	M/P	M/P	M/P
Maximum Safe Cruising Speed—	Warp 6	Warp 6	Warp 6
Emergency Speed—	Warp 7	Warp 7	Warp 7
Impulse Engine Type—	RIB-2	RIB-2	RIB-3
Power Units Available—	3	3	5
Weapons And Firing Data:			
Beam Weapon Type—	RB-2	RB-2	RB-2a
Number—	4	4	6
Firing Arcs—	2 f/p, 2 f/s	2 f/p, 2 f/s	2 f/p, 2 aft, 2 f/s
Firing Chart—	K	K	K
Maximum Power—	2	2	3
Damage Modifiers—	None	None	–
+3	–	–	(1 – 4)
+2	–	–	(5 – 9)
+1	–	–	(10 – 14)
Plasma Weapon Type—	None	RPL-1	RPL-1
Number—	–	1	1
Firing Arcs—	–	fwd	fwd
Firing Chart—	–	E	E
Power To Arm—	–	10	10
Damage—	–	See Chart	See Chart
Shields Data:			
Deflector Shield Type—	RSD	RSC	RSE
Shield Point Ratio—	1/1	1/2	1/2
Maximum Shield Power—	8	7	10
Combat Efficiency: D-	38.9	53.4	63.8
WDF-	3.2	7.1	25.0

Notes:

Known Sphere Of Operation: Empire interior
Data Reliability: C
Major Data Source: Border patrol contact reports

Introduced about Stardate 1/8905 and assigned as groups to various fleets in the Romulan navy, the *T-2s* were designed for escort and patrol duties. Though they had no room to spare for leisure, and though the quarters and work areas were quite cramped, the class is considered to be roomy and comfortable by early standards.

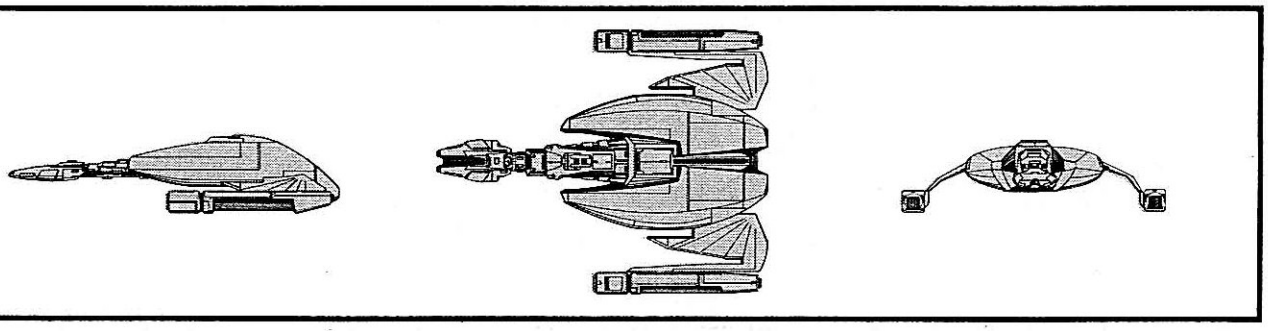
After Stardate 1/9902, vessels appeared in which the hull had been modified to hold a plasma weapon. After Stardate 2/0001, the first Type 3s appeared, with increased length, weight, and crew complement. The firepower of the new type was more than double its original configuration, and the newer shields gave a combat efficiency three times greater than the Type 1. After several years of service, the destroyers began undergoing minor changes to the hull configuration and interior layout, and, beginning with the Type 6, the weapons mountings were increased from four to six.

The Type 7, with this new weapons arrangement, a more powerful impulse engine, and more efficient shields, made its appearance about Stardate 2/0803. A cloaking device also was installed on the Type 7. Reports from the Klingons indicate these were useful in escort duties. Many times, Klingon long-range sensor scans of Romulan convoys would show few escort vessels, but actual contact would reveal five to ten *T-2s* materializing from nowhere, making the supposed easy Klingon victory and prize a mere dream.

Of the approximately 250 *T-2s* built, about 150 are in reserve fleets and another 20 are being used as training vessels. Only five of these ships have been sold to the civil sector, all of which operate in the the Triangle or along Federation borders; it is not known if any of these are armed.

The class is named from the Romulan *vastagor lattam* (death talon), a reference to the Mogari, a large carnivorous bird native to Romulus. These man-sized birds are reported to swoop down on their prey at speeds up to 120 mph and inflict fatal blows with their long talons.

T-5 (Fire Swarm) Class V/VI Destroyer



***T-5 (Fire Swarm)* CLASS V/VI DESTROYER**

Construction Data:

Model Numbers—	Type 1
Ship Class—	V
Date Entering Service—	2/10
Approx. Number Constructed—	120

Hull Data:

Superstructure Points—	9
Damage Chart—	C
Size	
Length—	180 m
Width—	140 m
Height—	40 m
Weight—	59,300 mt
Cargo	
Cargo Units—	40 SCU
Cargo Capacity—	2000 mt
Landing Capability—	None

Equipment Data:

Control Computer Type—	R4M
Transporters—	
Standard 9-person	2
Emergency 20-person	2
Cargo	1
Cloaking Device Type—	RCB
Power Requirement—	10

Other Data:

Crew—	118
Shuttlecraft—	1

Engines And Power Data:

Total Power Units Available—	35
Movement Point Ratio—	2/1
Warp Engine Type—	RWC-2
Number—	2
Power Units Available—	15
Stress Charts—	N/Q
Maximum Safe Cruising Speed—	Warp 6
Emergency Speed—	Warp 8
Impulse Engine Type—	RIB-3
Power Units Available—	5

Weapons And Firing Data:

Beam Weapon Type—	RB-8
Number—	8, in 4 banks of 2
Firing Arcs—	2 p, 2 f, 2 s, 2 a
Firing Chart—	N
Maximum Power—	6
Damage Modifiers—	
+3	(1 – 4)
+2	(5 – 9)
+1	(10 – 13)
Missile Weapon Type—	None
Number—	–
Firing Arcs—	–
Firing Chart—	–
Power To Arm—	–
Damage—	–

Shields Data:

Deflector Shield Type—	RSC
Shield Point Ratio—	1/2
Maximum Shield Power—	6

Combat Efficiency: D- 64.3
WDF- 37.2

Notes:

Known Sphere Of Operation: Klingon border

Data Reliability: D (upgrade)

Major Data Source: Klingon sector intelligence; Project Grey Ghost encounters

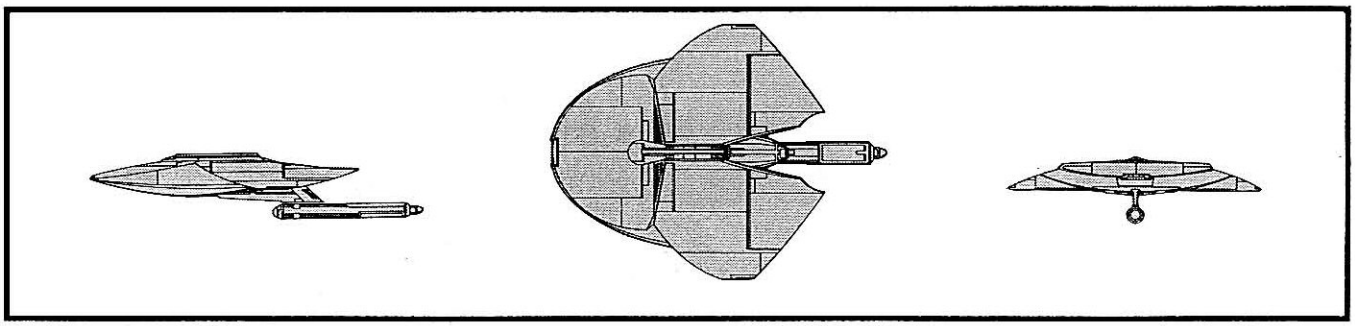
After Stardate 2/1001, the *T-5* Class of high-firepower destroyers appears to have become the mainstay of the Romulan navy on the Klingon border. The Type 1 was a replacement for the *T-2* (Death Talon) destroyer, with a more powerful engine and more powerful disruptors, thus giving it a greater combat efficiency than its counterpart. After some small variations on the overall design, the Type 4 was introduced and immediately saw success as a combat vessel. This model was heavier than the earlier models, causing it to be slightly slower at warp speeds and not quite as maneuverable; however, this was offset by the increase in firepower. The addition of two more disruptors and a photon torpedo made this destroyer a ship not to be taken lightly.

Intercepted subspace radio transmissions show that, on Stardate 2/1911, a convoy escorted by three *T-5s* was attacked by six Klingon *D-18B* destroyers. With great skill, the Romulans maneuvered their ships and destroyed the Klingon group one by one, until only one enemy vessel remained. This Klingon was heavilydamaged and was not able to flee or destruct and was captured after a spirited boarding action. The Romulan losses in this incident were one *T-5* damaged beyond repair and abandoned (likely destroyed), one damaged but still under its own power, and the flagship undamaged.

Of the approximately 240 *T-5s* built, more than 180 remain in active service. At this time, it is estimated that 15 of these ships are being produced per year. About 20 have been placed in reserve fleets, and none is known to be in the civil sector.

The class is named from the Romulan *ocala sindari* (fire swarm), in reference to an insectoid found on the planet Korma'ahve. About the size of a Terran gnat, these creatures travel in swarms of thousands. Although they are not aggressive in nature, physical contact with them is extremely painful. As a by-product of their nervous system, they secrete an acid that burns the skin on contact.

R-4 (Mularr) Class VI Escort



***R-4 (Mularr)* CLASS VI ESCORT**

Construction Data:		
Model Numbers—	Type 1	Type 5
Date Entering Service—	2/04	2/08
Approx. Number Constructed—	85	170
Hull Data:		
Superstructure Points—	8	8
Damage Chart—	C	C
Size		
Length—	186 m	186 m
Width—	147 m	147 m
Height—	38 m	38 m
Weight—	69,500 mt	71,900 mt
Cargo		
Cargo Units—	100 SCU	100 SCU
Cargo Capacity—	5000 mt	5000 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R3M	R3M
Transporters—		
Standard 9-person	2	2
Emergency 20-person	1	1
Other Data:		
Crew—	120	122
Shuttlecraft—	2	2
Engines And Power Data:		
Total Power Units Available—	26	28
Movement Point Ratio—	3/1	3/1
Warp Engine Type—	RWF-1	RWF-2
Number—	1	1
Power Units Available—	16	18
Stress Charts—	F/K	F/L
Maximum Safe Cruising Speed—	Warp 7	Warp 7
Emergency Speed—	Warp 9	Warp 8
Impulse Engine Type—	RIE-1	RIE-1
Power Units Available—	10	10
Weapons And Firing Data:		
Beam Weapon Type—	RB-3a	RB-8
Number—	4	4
Firing Arcs—	1 p/a, 2 fwd, 1 s/a	1 p/a, 2 fwd, 1 s/a
Firing Chart—	L	N
Maximum Power—	6	6
Damage Modifiers—		
+3	(1 – 3)	(1 – 4)
+2	(4 – 8)	(5 – 9)
+1	(9 – 12)	(10 – 13)
Shields Data:		
Deflector Shield Type—	RSC	RSE
Shield Point Ratio—	1/2	1/2
Maximum Shield Power—	5	8
Combat Efficiency: D-	43.9	53.2
WDF-	14.8	16.4

Notes:

Known Sphere Of Operation: Triangle and Klingon borders

Data Reliability: C (upgrade)

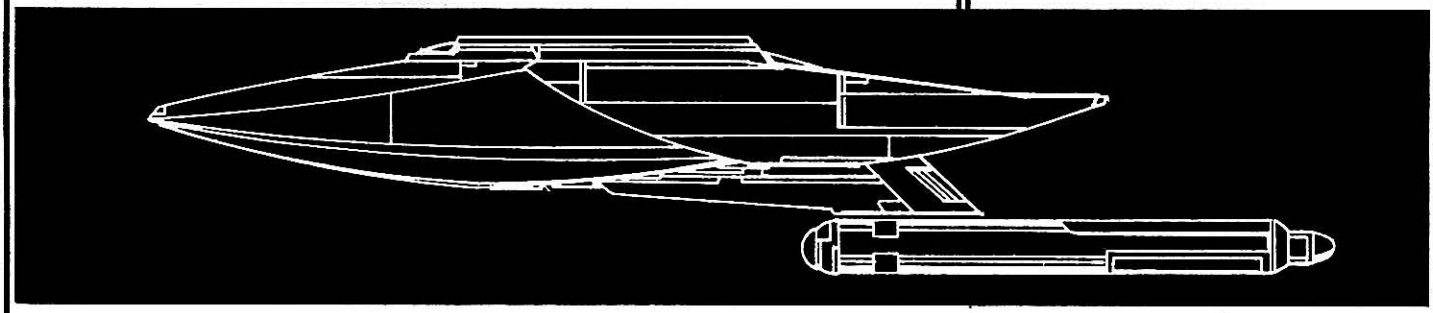
Major Data Source: Project Grey Ghost encounters

Designed strictly as escort vessels and used only for convoy or fleet support, *R-4s* are very rarely seen alone, according to Project Grey Ghost information. Normally assigned in groups of five to seven, they are known to be sufficient in firepower to deter most enemies.

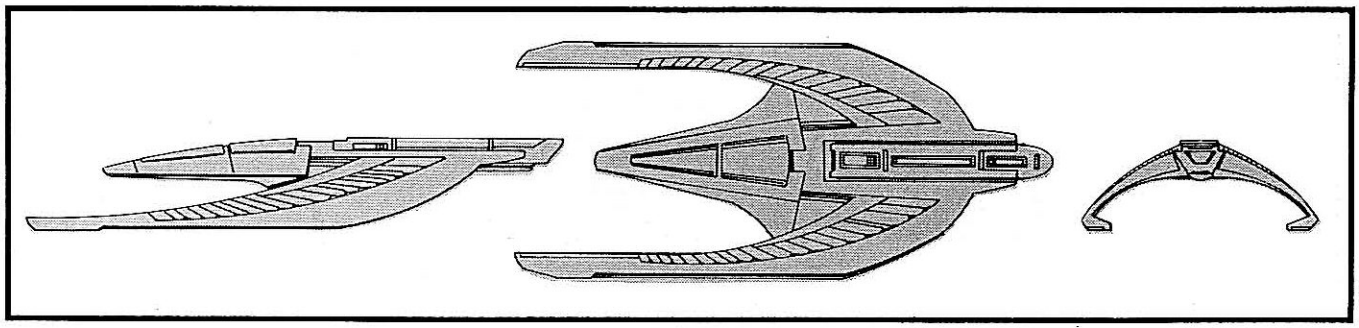
Though several Type 1 vessels remain on active duty, most have been refitted to the Type 5, with improved weapons, more powerful engine, and more efficient shields.

Of the approximately 250 *R-4s* built, about 200 remain in active service and about 20 are in reserve fleets. About Stardate 2/1307, an *R-4* escorting a group of three freighters was taken by a mutinous crew and disappeared with the freighters into the Triangle, where it operates currently. Intelligence reports state that the Romulan government has put a bounty on the crew members' capture and/or elimination.

The class is named for the *mularr,* a large, flying reptile native to Corill. The creature's protective nature provides the vessel its name.

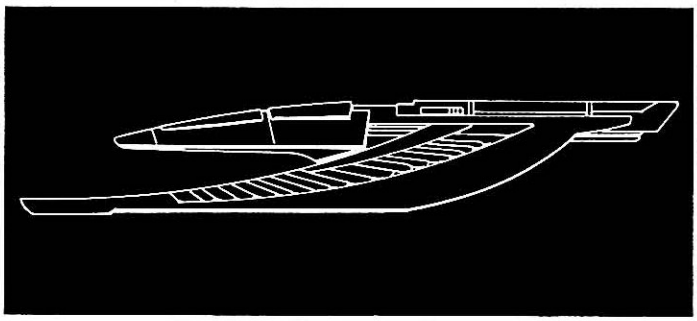


N-8 (Mandukam) Class II Gunboat



N-8 (Mandukam) CLASS II GUNBOAT

Construction Data:		
Model Numbers—	Type 1	Type 2
Date Entering Service—	2/09	2/10
Approx. Number Constructed—	83	40
Hull Data:		
Superstructure Points—	3	4
Damage Chart—	C	C
Size		
Length—	53 m	53 m
Width—	23 m	23 m
Height—	9 m	9 m
Weight—	8650 mt	10,970 mt
Cahgo		
Cargo Units—	10 SCU	10 SCU
Cargo Capacity—	500 mt	500 mt
Landing Capability—	Yes	Yes
Equipment Data:		
Control Computer Type—	R1M	R2M
Transporters—	None	None
Other Data:		
Crew—	14	14
Shuttlecraft—	None	None
Engines And Power Data:		
Total Power Units Available—	8	11
Movement Point Ratio—	1/2	1/1
Warp Engine Type—	RWA-1	RWA-2
Number—	1	1
Power Units Available—	6	8
Stress Charts—	K/M	K/O
Maximum Safe Cruising Speed—	Warp 7	Warp 6
Emergency Speed—	Warp 8	Warp 7
Impulse Engine Type—	RIA-2	RIA-3
Power Units Available—	2	3
Weapons And Firing Data:		
Beam Weapon Type—	RB-2a	RB-2a
Number—	2	3, with 1 bank of 2
Firing Arcs—	1 p/f/s, 1 p/a/s	2 p/f/s, 1 p/a/s
Firing Chart—	K	K
Maximum Power—	3	3
Damage Modifiers—		
+3	(1 – 4)	(1 – 4)
+2	(5 – 9)	(5 – 9)
+1	(10 – 14)	(10 – 14)
Shields Data:		
Deflector Shield Type—	RSC	RSC
Shield Point Ratio—	1/2	1/2
Maximum Shield Power—	10	10
Combat Efficiency: D-	64.3	50.7
WDF-	4.2	6.3



Notes:

Known Sphere Of Operation: Empire spinward borders

Data Reliability: B

Major Data Source: Klingon version of vessel in Star Fleet possession; Klingon sector intelligence

The *N-8* Class gunboat is one of the first ships the Romulans acquired (Stardate 2/0905) from the Klingons to supplement gunboat and cutter squadrons along the Federation and spinward borders. Though intelligence reports that the Klingons required this disposition as part of the trade agreement, agents reported that, in response to pressure along the Romulan-Klingon border, these ships began to see service in there as well.

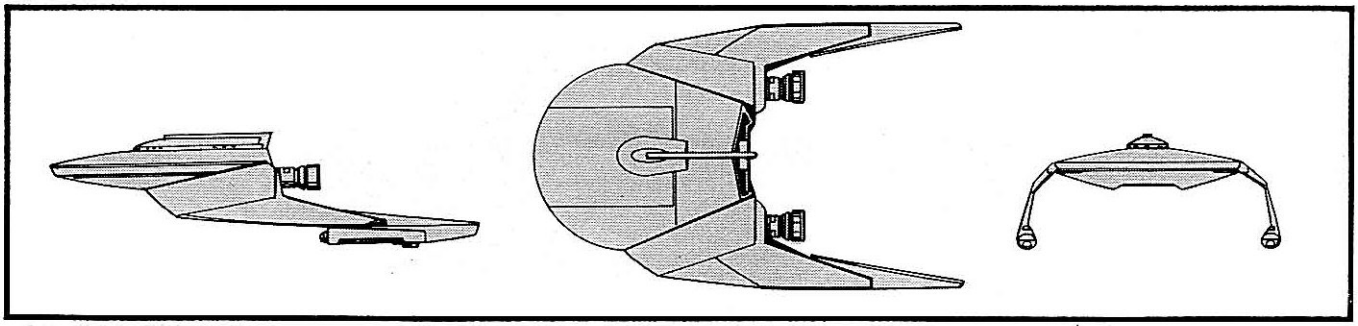
Reports from agents within the Klingon Empire show that the Klingon *K-3s* traded were not fully operational, the Romulans having requested that no engines, weapons, or shields be mounted. Comparison of the Romulan-refitted model with that which the Klingons delivered show that several major structural changes were required in order for the Romulan equipment to be installed. Of these changes, the most notable was the reduction of internal structural components that lessened the superstructure strength, which likely accounts for the vessel's tendency to break apart during high speed maneuvers. The vessel reportedly was not popular with crews. It was removed from service by Stardate 2/1703.

Soon after the Type 1 was put into service, it was found to have inadequate weapons mountings and to be underpowered. The Type 2, brought into service Stardate 2/10, corrected these problems, and, by Stardate 2/13, all Type 1s had been refitted with the newer engines and an additional bank of beam weapons. In making these changes, the superstructure strength was increased somewhat, but not enough to correct the the problems with structural integrity during high-speed maneuvers.

Of the 123 *K-3* gumboats exchanged, about 30 *N-8s* are known to be in reserve fleets. Of the remainder, approximately 10 Type 1s and 35 Type 2s are at work in the civil sector; two Type 1s and six Type 2s operate exclusively in the Triangle.

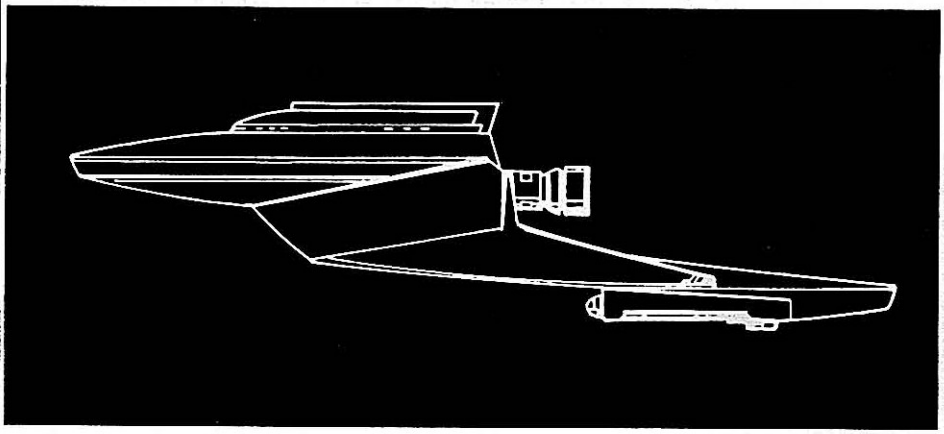
The class is named in reference to its mission, from the Romulan *mandukam* (vigilant one).

Q-1 (Great Defender) Class III Monitor



***Q-1 (Great Defender)* CLASS III MONITOR**

Construction Data:	
Model Numbers—	Type 1
Date Entering Service—	1/91
Approx. Number Constructed—	150
Hull Data:	
Superstructure Points—	6
Damage Chart—	B
Size	
Length—	130 m
Width—	80 m
Height—	35 m
Weight—	15,300 mt
Cargo	
Cargo Units—	20 SCU
Cargo Capacity—	1000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	R2M
Transporters—	
Standard 9-person	2
Other Data:	
Crew—	32
Shuttlecraft—	1
Engines And Power Data:	
Total Power Units Available—	18
Movement Point Ratio—	2/1
Warp Engine Type—	RSLA
Number—	2
Power Units Available—	9
Weapons And Firing Data:	
Beam Weapon Type—	RB-2
Number—	8, in 4 banks of 2
Firing Arcs—	2 p/a, 4 fwd, 2 s/a
Firing Chart—	K
Maximum Power—	2
Damage Modifiers—	None
Shields Data:	
Deflector Shield Type—	RSD
Shield Point Ratio—	1/1
Maximum Shield Power—	9
Combat Efficiency: D-	34.6
WDF-	6.4



Notes:

Known Sphere Of Operation: Triangle and Klingon borders; Empire interior

Data Reliability: E

Major Data Source: Subspace radio communications monitored by Triangle sector intelligence

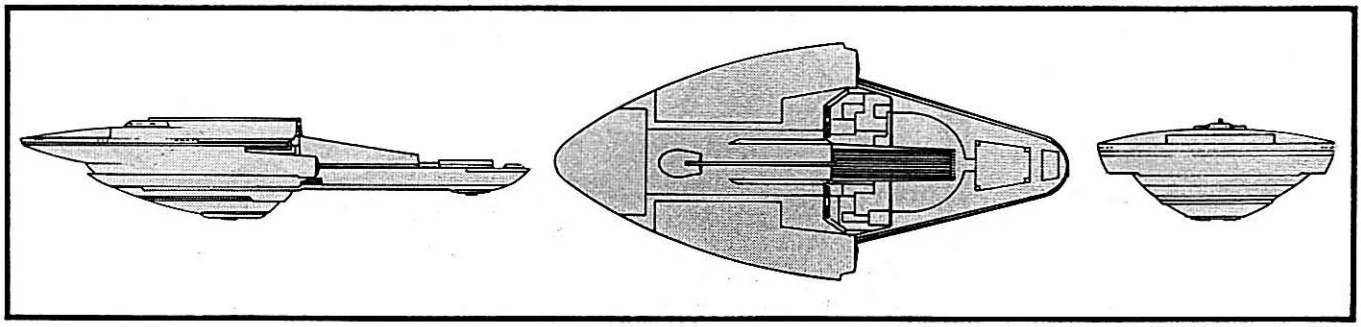
About Stardate 1/9109, just prior to the outbreak of the Four Years War, the first of these monitors began active service guarding systems bordering the Triangle area and Klingon territories to coreward. As the war progressed, their numbers were increased, likely because the Romulans feared a possible invasion by either of their foes.

This class is powered by the Romulan Sub-Light Engine Class A and carries no impulse drive system. These vessels mount eight disruptors in four banks, making them formidable opponents for rebels and pirates. It was during the period immediately following the war that the Romulans discovered that the vessels were not quite suited for their mission of support for cutters and gunboats in systems defense. As with most Romulan ships, these vessels were not very comfortable and did not lend themselves to prolonged duty. Because of this, they were reassigned to guard border outposts as the *Q-4* (Protector) vessels replaced them; by Stardate 2/1103, all of the vessels of this type are believed to have been removed from active service.

Of the approximately 150 *Q-1s* built, about 130 have been assigned to active reserve fleets within the interior of the Empire. Twelve are known to have been disarmed and sold to the civil sector. Of the three that operate exclusively in the Triangle, one is rumored to have been fully rearmed for guard duty around Fountainworld, a wealthy tourist spa in the Association Of Outer Free Worlds.

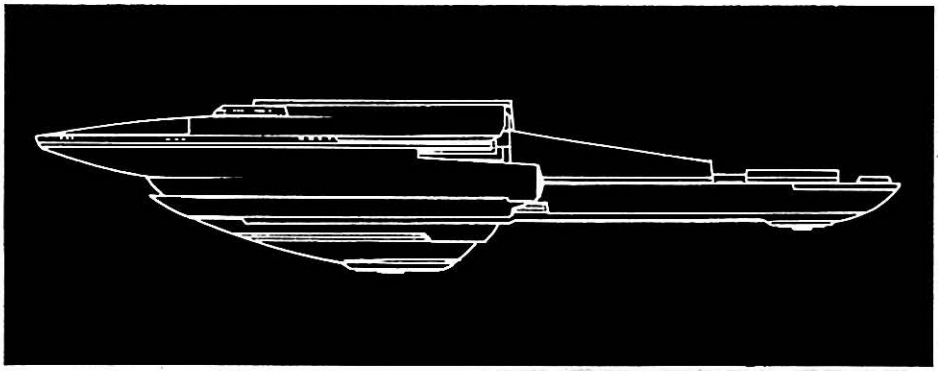
The class is named from the Romulan *d'deletham* (great defender), in reference to its mission.

Q-4 (Protector) Class IV Monitor



Q-4 (Protector) CLASS IV MONITOR

Construction Data:		
Model Numbers—	Type 3	Type 9
Date Entering Service—	2/00	2/08
Approx. Number Constructed—	160	280
Hull Data:		
Superstructure Points—	5	6
Damage Chart—	B	B
Size		
Length—	152 m	152 m
Width—	70 m	70 m
Height—	32 m	32 m
Weight—	25,000 mt	29,000 mt
Cargo		
Cargo Units—	12 SCU	12 SCU
Cargo Capacity—	600 mt	600 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R3M	R4M
Transporters—		
Standard 9-person	1	1
Cloaking Device Type—	RCB	RCB
Power Requirement—	10	10
Other Data:		
Crew—	34	34
Shuttlecraft—	1	1
Engines And Power Data:		
Total Power Units Available—	27	27
Movement Point Ratio—	3/1	3/1
Sub-Light Engine Type—	RSLA	RSLA
Number—	3	3
Power Units Available—	9	9
Weapons And Firing Data:		
Beam Weapon Type—	RB-2a	RB-7a
Number—	10, in 5 banks of 2	10, in 5 banks of 2
Firing Arcs—	4 p/a, 2 fwd, 4 s/a	4 p/a, 2 fwd, 4 s/a
Firing Chart—	K	M
Maximum Power—	3	4
Damage Modifiers—		
+3	(1 – 4)	(1 – 3)
+2	(5 – 9)	(4 – 9)
+1	(10 – 14)	(10 – 14)
Shields Data:		
Deflector Shield Type—	RSC	RSC
Shield Point Ratio—	1/2	1/2
Maximum Shield Power—	7	7
Combat Efficiency: D-	48.9	48.9
WDF-	21.0	30.0



Notes:

Known Sphere Of Operation: Klingon border

Data Reliability: C (upgrade)

Major Data Source: Border patrol contact reports; Project Grey Ghost short-range scans

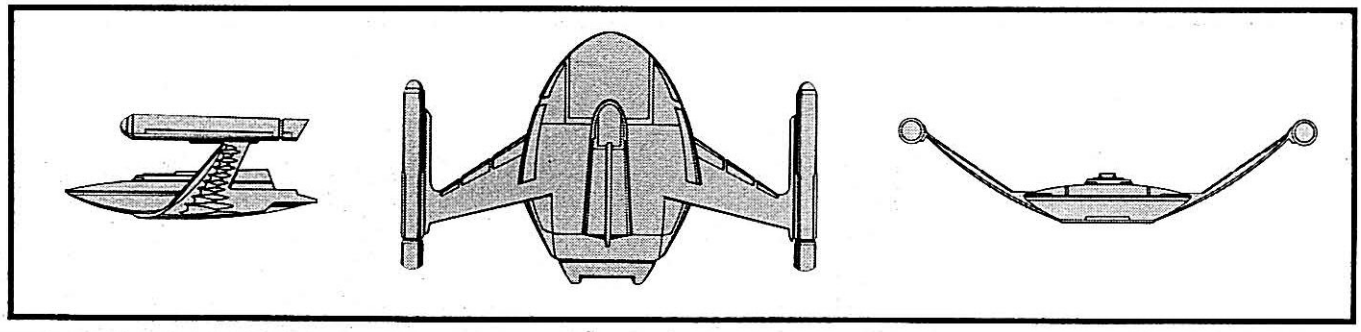
Probably built to replace the *Q-1* (Great Defender), the vessels of the *Q-4* Class are more suited for prolonged duty. Vessels near the border are equipped with Sub-Light Class A engines. When these ships first appeared on the frontiers, it was believed that the Romulans had found a way to balance a trinary warp envelope. As can be seen, the ships look peculiar with their three engine nacelles, which are easily-identified on sensor scan. Project Grey Ghost was unable to confirm that these vessels had warp capability, as originally reported.

The *Q-4* class, like its predecessor, is wellarmed. Mounting ten disruptors in five banks, it has a very effective field of fire. The only improvement to the ship weaponry has been with the Type 9, which carries an improved version of the RB-7, known as the RB-7a. By Stardate 2/1204, all Type 3s scanned had been refitted with the RB-7a and given the uprated R4M computer system to handle the added firepower.

Of the approximately 450 *Q-4s* built, almost 370 remain in active service and about 40 have been assigned to active reserve groups within the Empire.

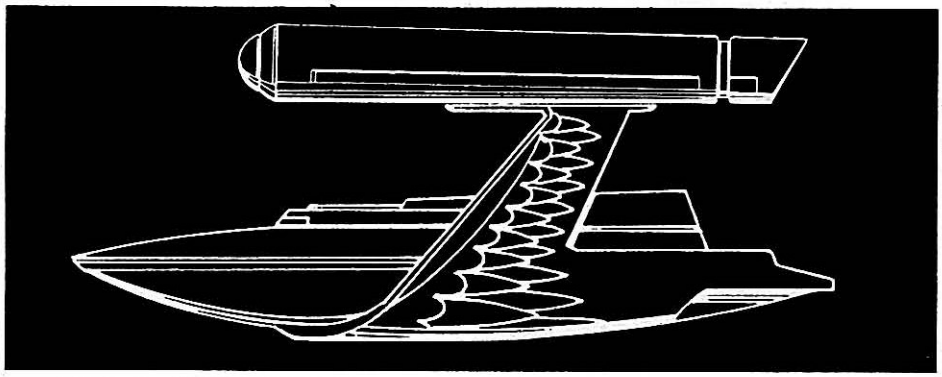
The class is named from the Romulan *deletham* (protector), in reference to its mission.

S-3 (Free Flight) Class III/IV Scout



***S-3 (Free Flight)* CLASS III/IV SCOUT**

	Type 1	Type 3	Type 8	Type 11
Construction Data:				
Model Numbers—	III	III	IV	IV
Ship Class—	1/82	1/87	2/00	2/09
Date Entering Service—	200	370	150	84
Approx. Number Constructed—				
Hull Data:				
Superstructure Points—	5	5	5	6
Damage Chart—	B	B	B	B
Size				
Length—	80 m	80 m	80 m	80 m
Width—	132 m	132 m	132 m	132 m
Height—	30 m	30 m	30 m	30 m
Weight—	15,580 mt	15,830 mt	26,780 mt	30,900 mt
Cargo				
Cargo Units—	10 SCU	10 SCU	10 SCU	10 SCU
Cargo Capacity—	500 mt	500 mt	500 mt	500 mt
Landing Capability—	Yes	Yes	Yes	Yes
Equipment Data:				
Control Computer Type—	R3M	R3M	R3M	R4M
Transporters—	–	–	–	–
Standard 9-person	1	1	1	1
Other Data:				
Crew—	12	12	12	12
Shuttlecraft—	None	None	None	None
Engines And Power Data:				
Total Power Units Available—	21	21	23	25
Movement Point Ratio—	1/1	1/1	1/1	1/1
Warp Engine Type—	RWA-2	RWA-2	RWB-1	RWB-2
Number—	2	2	2	2
Power Units Available—	9	9	10	11
Stress Charts—	J/M	J/M	M/P	N/P
Maximum Safe Cruising Speed—	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed—	Warp 7	Warp 7	Warp 7	Warp 7
Impulse Engine Type—	RIA-3	RIA-3	RIA-3	RIA-3
Power Units Available—	3	3	3	3
Weapons And Firing Data:				
Beam Weapon Type—	RB-1	RB-2	RB-7	RB-7
Number—	1	2	2	4
Firing Arcs—	fwd	fwd	fwd	2 f/p, 2 f/s
Firing Chart—	G	K	J	J
Maximum Power—	2	2	4	4
Damage Modifiers—	None	None	–	–
+2	–	–	(1 – 6)	(1 – 6)
+1	–	–	(7 – 10)	(7 – 10)
Shields Data:				
Deflector Shield Type—	RSB	RSB	RSB	RSC
Shield Point Ratio—	1/1	1/1	1/1	1/2
Maximum Shield Power—	7	7	7	7
Combat Efficiency: D-	46.6	46.6	49.6	88.6
WDF-	0.5	1.6	4.6	9.2



Notes:

Known Sphere Of Operation: Empire interior

Data Reliability: C

Major Data Source: Contact reports from border conflicts; Project Grey Ghost data acquisition

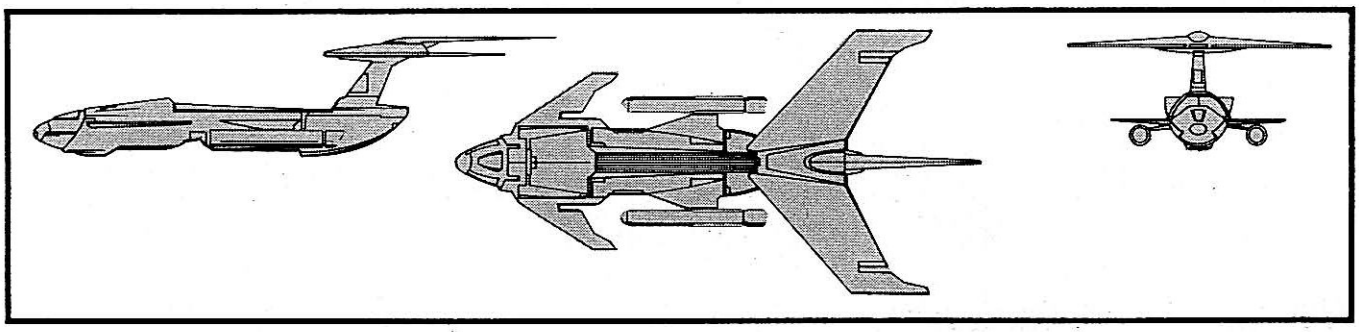
This reserve-status class was once in the forefront of early coreward and spinward advances, accounting for a reported 60% of the contacts made with new civilizations. Known from its introduction for its speed and maneuverability, the Type 1 was found only to be lacking in the power of its weaponry. By Stardate 1/8707, the Type 3 is known to have been introduced, and, by Stardate 1/9902, the Type 1 no longer existed in the fleet.

The *S-3* underwent internal changes that did not effect the overall performance of the vessel until the Type 8 was introduced about Stardate 2/0000. This new type mounted more powerful engines and weapons than earlier versions; the overall warp speed was increased. The final modification to this class was the Type 11, introduced about Stardate 2/0910; this version had an impressive array of weapons and an upgraded shield system.

At this time, all vessels of this class are believed to have been removed from active duty. Of the nearly 800 vessels constructed, about 400 were placed into reserve status and about 200 are assumed to have been lost. Most of the vessels sold are being used as light transport, though several are being used for private research; of the 176 vessels known to be operating in the civil sector, two are Type 11s and frequent the Triangle.

The class is named from the Romulan *revastal* (free flight), a reference to its speed and maneuverability.

S-4 (Swift Wing) Class IV Scout



***S-4 (Swift Wing)* CLASS IV SCOUT**

Construction Data:	
Model Numbers—	Type 1
Date Entering Service—	1/94
Approx. Number Constructed—	150
Hull Data:	
Superstructure Points—	5
Damage Chart—	B
Size	
Length—	120 m
Width—	60 m
Height—	28 m
Weight—	27,100 mt
Cargo	
Cargo Units—	5 SCU
Cargo Capacity—	250 mt
Landing Capability—	Yes
Equipment Data:	
Control Computer Type—	R3M
Transporters—	
Standard 9-person	1
Other Data:	
Crew—	28
Shuttlecraft—	None
Engines And Power Data:	
Total Power Units Available—	23
Movement Point Ratio—	2/1
Warp Engine Type—	RWB-1
Number—	2
Power Units Available—	10
Stress Charts—	M/P
Maximum Safe Cruising Speed—	Warp 6
Emergency Speed—	Warp 7
Impulse Engine Type—	RIB-2
Power Units Available—	3
Weapons And Firing Data:	
Beam Weapon Type—	RB-7
Number—	2
Firing Arcs—	1 f/p, 1 f/s
Firing Chart—	J
Maximum Power—	4
Damage Modifiers—	
+2	(1 – 6)
+1	(7 – 10)
Shields Data:	
Deflector Shield Type—	RSB
Shield Point Ratio—	1/1
Maximum Shield Power—	7
Combat Efficiency: D-	33.1
WDF-	4.6

Notes:

Known Sphere Of Operation: Empire-wide use as civilian craft

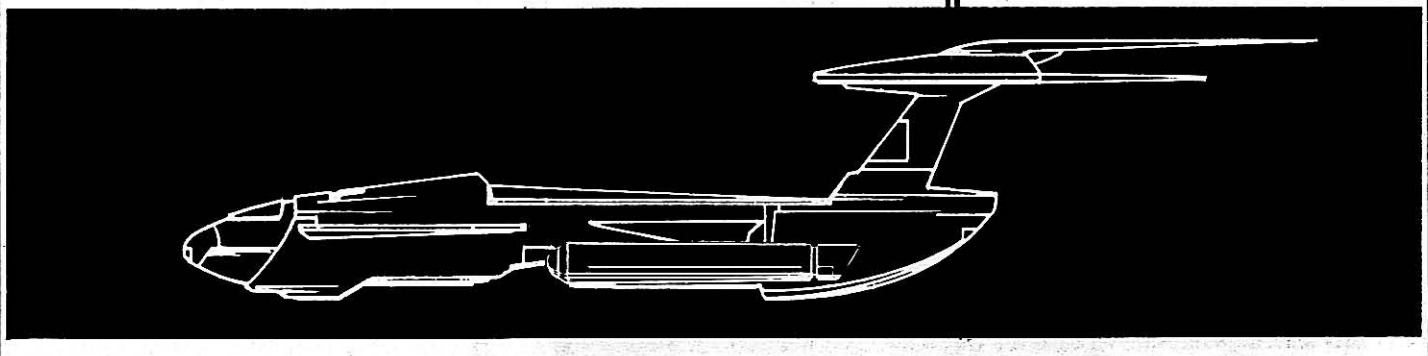
Data Reliability: C

Major Data Source: Triangle sector intelligence

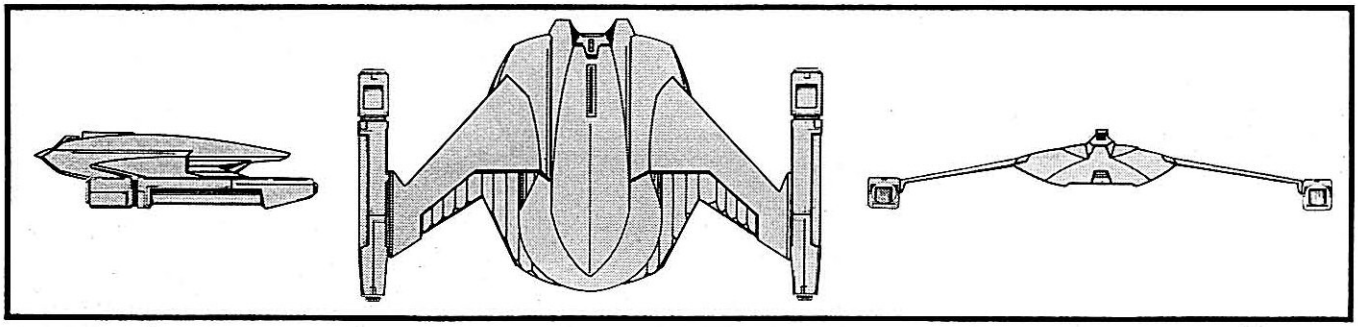
The *S-4* Class was commissioned to lead the expansion into the galactic trailing arm. To accomplish its mission, this class needed speed and maneuverability; it is reported that these sleek ships were a real joy to fly in the atmosphere due to their responsive manual controls. Its light armament was a liability, making the vessels unsuitable for combat roles and endangering crews when exploring new worlds with their own starfaring capabilities.

Due to its inability to perform its assigned tasks, the Swift Wings were not produced in any great number and were not modified or upgraded. Of the approximately 160 vessels produced, about 100 are known to be operating in the civil sector, many within the Triangle. Project Grey Ghost found no evidence of any use in the Romulan reserve fleets.

The class is named from the Romulan *delon vastam* (swift wing), in reference to its atmospheric capabilities.

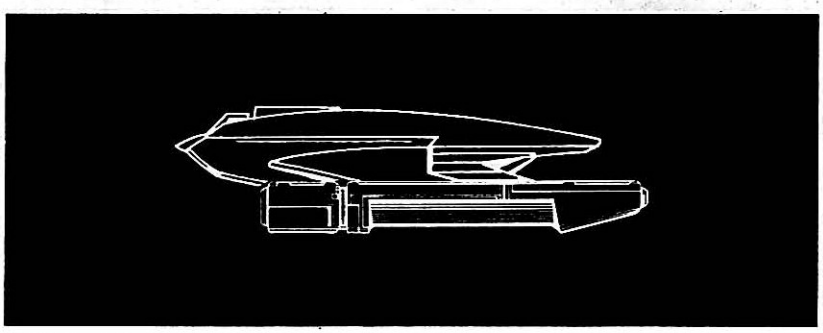


S-9 (Wind Carrier) Class V Scout



***S-9 (Wind Carrier)* CLASS V SCOUT**

Construction Data:	
Model Numbers—	Type 1
Date Entering Service—	2/10
Approx. Number Constructed—	266
Hull Data:	
Superstructure Points—	7
Damage Chart—	C
Size	
Length—	72 m
Width—	120 m
Height—	20 m
Weight—	44,300 mt
Cargo	
Cargo Units—	60 SCU
Cargo Capacity—	3000 mt
Landing Capability—	Yes
Equipment Data:	
Control Computer Type—	R3M
Transporters—	
Standard 9-person	1
Cargo	1
Other Data:	
Crew—	42
Shuttlecraft—	None
Engines And Power Data:	
Total Power Units Available—	23
Movement Point Ratio—	2/1
Warp Engine Type—	RWD-2
Number—	1
Power Units Available—	18
Stress Charts—	O/Q
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 8
Impulse Engine Type—	RIB-3
Power Units Available—	5
Weapons And Firing Data:	
Beam Weapon Type—	RB-7a
Number—	2
Firing Arcs—	fwd
Firing Chart—	M
Maximum Power—	4
Damage Modifiers—	
+3	(1 – 3)
+2	(4 – 9)
+1	(10 – 14)
Shields Data:	
Deflector Shield Type—	RSC
Shield Point Ratio—	1/2
Maximum Shield Power—	6
Combat Efficiency: D-	52.0
WDF-	6.0



Notes:

Known Sphere Of Operation: Empire frontiers

Data Reliability: E (new)

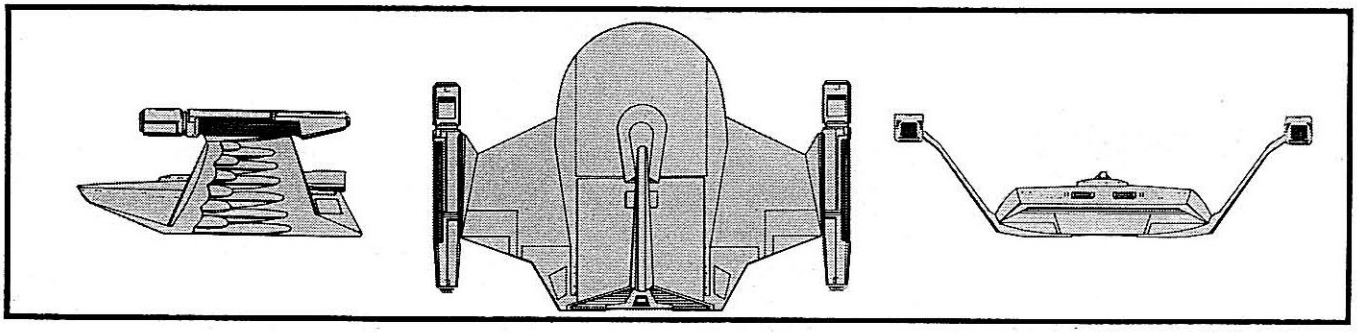
Major Data Source: Transmissions monitored by Project Grey Ghost

The *S-9* Class probably was designed to replace the older *S-4* (Swift Wing) as a front-line scout vessel capable of combat and exploration duties. The inadequate weaponry of its predecessor corrected by the addition of more powerful disruptors and more efficient shields, the Type 1 was a vast improvement. The Type 4 mounts two banks of two dis ruptors, giving the scout a better field of fire and increasing its combat efficiency beyond that of the *CS-2* (Graceful Flyer), which it is believed to have also replaced. The class reportedly leads the Romulan expansion efforts spinward.

Of the approximately 450 vessels built, about 400 are reported to remain in active service and about 20 have been placed in reserve fleets. Best estimates now give 19 Type 1s operating in the civil sector; plans for a vessel now believed to be one of these have been purchased from Orion sources in the Triangle.

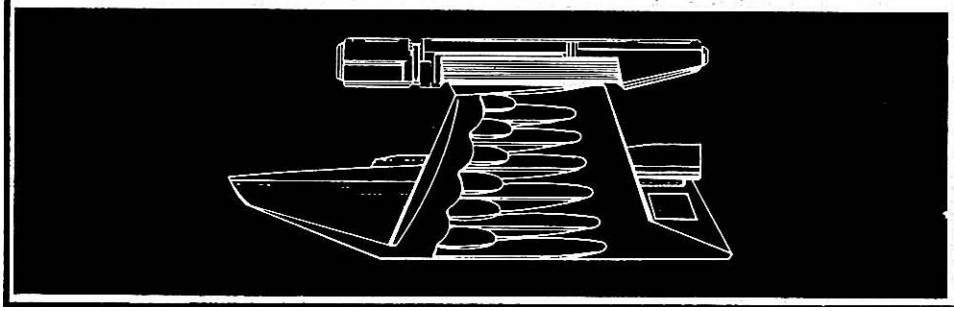
This class is named for *Talas Mosarum* (Wind Carrier), an ancient Romulan chieftain said to have carried the winds of Romulus with him as he travelled his territories. This leader supposedly waited to attack his enemies until storms were brewing in the area, and then would lead his armies into battle in the vanguard of the winds and rain.

I-4 (Graffler) Class VII/IX Freighter



***I-4 (Graffler)* CLASS VII/IX FREIGHTER**

Construction Data:		
Model Numbers—	Type 1	Type 3
Ship Class—	VII	IX
Date Entering Service—	1/98	2/08
Approx. Number Constructed—	80	160
Hull Data:		
Superstructure Points—	15	15
Damage Chart—	B	B
Size		
Length—	240 m	240 m
Width—	180 m	180 m
Height—	60 m	60 m
Weight—	86,200 mt	126,700 mt
Cargo		
Cargo Units—	8000 SCU	9400 SCU
Cargo Capacity—	400,000 mt	470,000 mt
Landing Capability—	None	None
Equipment Data:		
Control Computer Type—	R4M	R4M
Transporters—		
Standard 9-person	2	2
Small cargo	3	3
Large cargo	3	3
Cloaking Device Type—	None	None
Other Data:		
Crew—	40	40
Shuttlecraft—	4	4
Engines And Power Data:		
Total Power Units Available—	35	44
Movement Point Ratio—		
Unloaded	3/1	4/1
Loaded	5/1	7/1
Warp Engine Type—	RWD-1	RWF-1
Number—	2	2
Power Units Available—	16	18
Stress Charts—	O/Q	G/L
Maximum Safe Cruising Speed—		
Unloaded	Warp 6	Warp 7
Loaded	Warp 4	Warp 4
Emergency Speed—		
Unloaded	Warp 7	Warp 9
Loaded	Warp 5	Warp 6
Impulse Engine Type—	RIB-2	RID-2
Power Units Available—	3	8
Weapons And Firing Data:	None	None
Shields Data:		
Deflector Shield Type—	RSG	RSH
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	12	8
Combat Efficiency: D-	44.5	41.5
WDF-	0	0



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

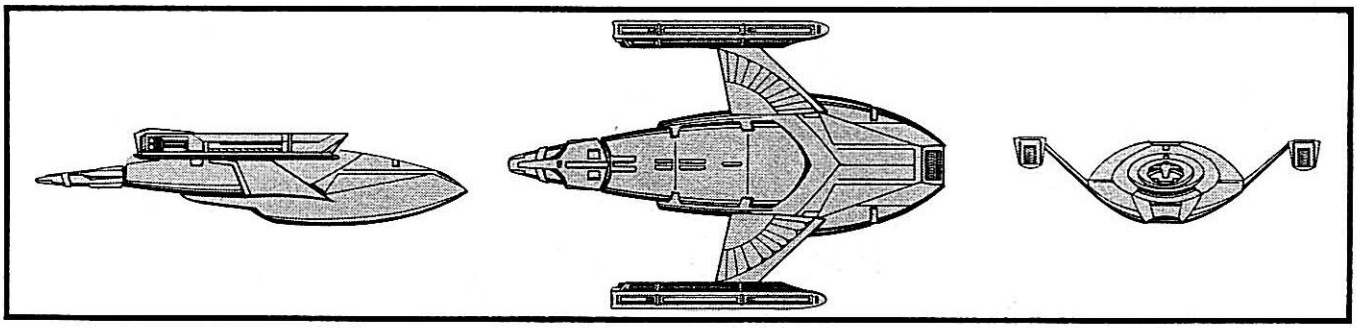
Major Data Source: Triangle Sector Intelligence

Introduced about Stardate 1/98, the Type 1 was consid ered to be state-of-the-art in freighter design at the time but it was soon realized that it was underpowered for the cargo it could carry in its internal cargo bays. The Type 3, introduced about Stardate 2/0801, mounted a more powerful drive system that was capable of maintaining higher warp speeds. There was a trade-off in this increased performance and that was the slight loss of maneuverability and available shielding. By Stardate 2/12, all Type 1s in the Military and Exploration Divisions were refitted to Type 3s. Of the approximately 250 built, only about 150 remain in active service; about 60 each are assigned to the Colonization and Military Divisions, and about 30 to the Exploration Division.

Although the navy has stopped contracting for the Type 1, it is still in production and being sold to the civil sector. The current production rate for the navy is estimated to be 10 Type 3s per year and for the civil sector a total of about 15 per year, of which ten are Type 3s and five are Type 1s. Like other Romulan commercial vessels, some of these ships are owned and operated within the Triangle.

The class is named for the *graffler,* an amphibian native to Perhonies. These small creatures have pouches that line their undersides and have an uncanny flap device that allows them to carry food and young underwater without becoming wet.

I-7 (Vespin) Class XI Freighter



***I-7 (Vespin)* CLASS XI FREIGHTER**

Construction Data:

Hull/Ship Numbers—	
Model Numbers—	Type 1
Date Entering Service—	2/13
Approx. Number Constructed—	90

Hull Data:

Superstructure Points—	11
Damage Chart—	B
Size	
Length—	270 m
Width—	182 m
Height—	54 m
Weight—	121,000 mt
Cargo	
Cargo Units—	9600 SCU
Cargo Capacity—	480,000 mt
Landing Capability—	None

Equipment Data:

Control Computer Type—	R4M
Transporters—	
Standard 9-person	2
Emergency 20-person	1
Small cargo	4
Large cargo	4
Cloaking Device Type—	None

Other Data:

Crew—	86
Shuttlecraft—	4

Engines And Power Data:

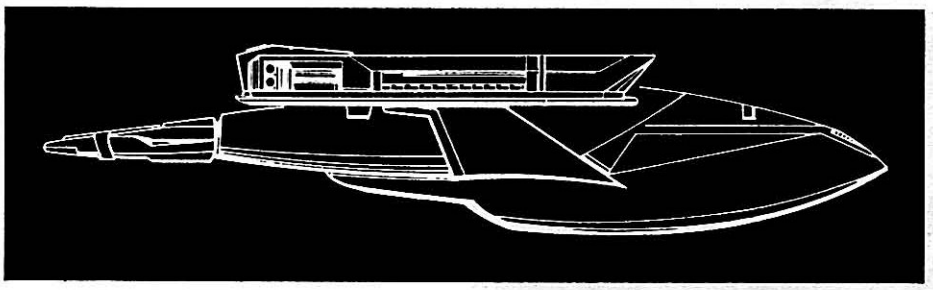
Total Power Units Available—	40
Movement Point Ratio—	
Unloaded	4/1
Loaded	6/1
Warp Engine Type—	RWF-1
Number—	2
Power Units Available—	18
Stress Charts—	G/L
Maximum Safe Cruising Speed—	
Unloaded	Warp 7
Loaded	Warp 4
Emergency Speed—	
Unloaded	Warp 9
Loaded	Warp 6
Impulse Engine Type—	RID-1
Power Units Available—	4

Weapons And Firing Data: None

Shields Data:

Deflector Shield Type—	RSK
Shield Point Ratio—	1/2
Maximum Shield Power—	12

Combat Efficiency: D- 61.7
WDF- 0



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Data Source: Triangle Sector Intelligence

Though designed to be used as a freighter, the *I-7* can be converted into a troop transport on short notice, a part of the contract for service that has proven its worth. The ships are capable of carrying 480,000 metric tons of cargo or up to 3,200 troops. When the *I-7* entered service approximately Stardate 2/13, they were assigned to the Military and Outpost Divisions, which made them easily accessible for conversion and put them under the command of the divisions that would require their services.

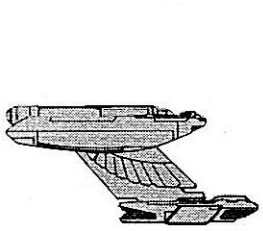
When the *I-7* is used to carry troops, half of the cargo transporters are removed and replaced with 16 transporter stations capable of beaming 14 troopers per station. This allows 242 soldiers to be beamed to the surface every two minutes or the entire contingent of troops in less than 30 minutes. The remaining cargo transporters are used to beam down support equipment such as armored vehicles and artillery.

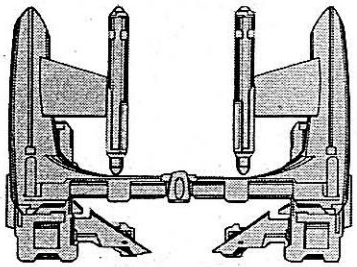
Of the approximately 90 built, nearly all are in active service. Current production rates on this vessel are estimated at eight per year.

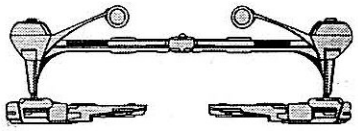
The *I-7* is not as widely used by the civil sector as are the other freight carriers of the Star Navy, likely because of the recall/refit clause reported to be required of all civilian purchasers. It is estimated that only 60 of these vessels are being used by private industry. Several are known to be operating in the Triangle.

The class is named for Vespin, a trade city in the Kalabestasz system.

J-3 (Starlifter) Class VI/IX Freighter

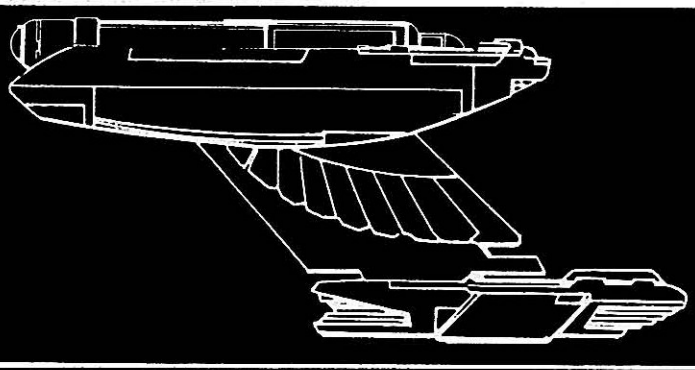






***J-3 (Starlifter)* CLASS VI/IX FREIGHTER**

Construction Data:			
Model Numbers—	Type 2	Type 9	Type 14
Ship Class—	VI	VII	IX
Date Entering Service—	1/90	1/98	2/12
Approx. Number Constructed—	330	260	110
Hull Data:			
Superstructure Points—	10	12	12
Damage Chart—	A	A	A
Size			
Length—	180 m	180 m	180m
Width—	242 m	242 m	242m
Height—	81 m	81 m	81m
Weight—	78,700 mt	81,700 mt	122,300mt
Cargo			
Internal Cargo Units—	10 SCU	10 SCU	10 SCU
Internal Cargo Capacity—	500 mt	500 mt	500 mt
Cargo Transport Capacity—	200,000 mt	410,000 mt	500,000 mt
Landing Capability—	None	None	None
Equipment Data:			
Control Computer Type—	R4M	R4M	R4M
Transporters—			
Standard 9-person	1	1	1
Cargo	1	1	1
Other Data:			
Crew—	34	36	32
Shuttlecraft—	1	1	1
Engines And Power Data:			
Total Power Units Available—	33	35	44
Movement Point Ratio—			
Unloaded	3/1	3/1	4/1
Loaded	5/1	5/1	7/1
Warp Engine Type—	RWD-1	RWD-1	RWF-1
Number—	2	2	2
Power Units Available—	16	16	18
Stress Charts—	O/O	O/O	G/L
Maximum Safe Cruising Speed—			
Unloaded	Warp 6	Warp 6	Warp 7
Loaded	Warp 4	Warp 4	Warp 4
Emergency Speed—			
Unloaded	Warp 7	Warp 7	Warp 9
Loaded	Warp 5	Warp 5	Warp 6
Impulse Engine Type—	RIB-1	RIC-2	RID-2
Power Units Available—	2	4	8
Weapons And Firing Data:	None	None	None
Shields Data:			
Deflector Shield Type—	RSG	RSG	RSK
Shield Point Ratio—	1/1	1/1	1/2
Maximum Shield Power—	12	12	12
Combat Efficiency: D-	47.8	51.2	47.2
WDF-	0	0	0



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Data Source: Triangle Sector Intelligence

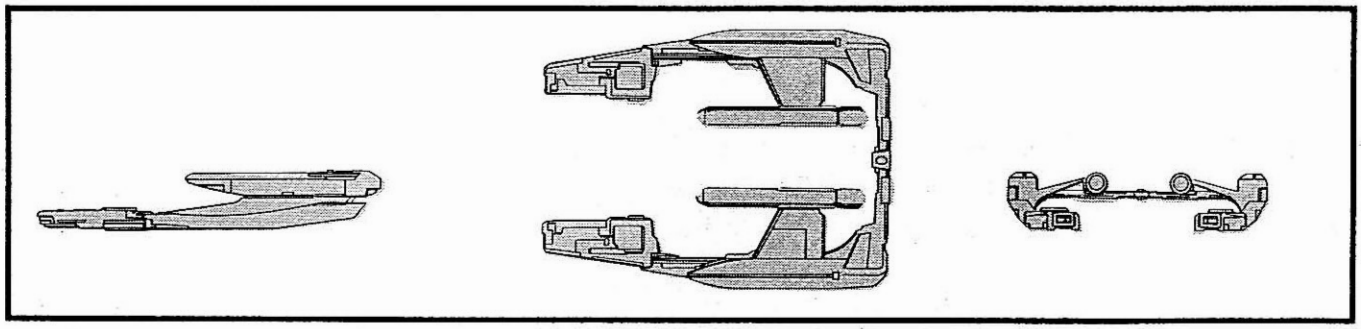
One of the oldest transport ships in known space, the *J-3* Class tug is designed to tow cargo arranged in pods attached one to the other in a chain behind the ship.

About Stardate 1/90, the Type 2 was introduced into service; although it does not have the cargo towing capabilities of later models, it is still in production, because of its reliability and the need for a vessel to move cargos in its specific tonnage range. By Stardate 1/98, the class had undergone several unsuccessful modifications attempting to allow the design to use the RWD-1 warp engine to its fullest capacity; the Type 9 altered the hull configuration, relieving the problem. The Type 9 also had slightly more maneuvering power, greater superstructure strength, and the ability to tow twice as much cargo. The Type 14, capable of pulling 25% more cargo than the Type 9 at higher warp speeds, mounts more efficient shields and engines.

Current production estimates show about 15 of these vessels being produced a year. Of the approximately 700 vessels built, about 500 remain in service with the navy. Something over 100 have been sold to the civil sector.

The class is named from the Romulan *ustalam stelas* (lifter of stars), in reference to its towing capabilities.

J-4 (Baydron) Class V Transport



***J-4 (Baydron)* CLASS V TRANSPORT**

Construction Data:

Model Numbers —	Type 1
Date Entering Service —	1/96
Approx. Number Constructed —	250

Hull Data:

Superstructure Points —	8
Damage Chart —	C
Size	
Length —	200 m
Width —	150 m
Height —	35 m
Weight —	55,600 mt
Cargo	
Internal Cargo Units —	60 SCU
Internal Cargo Capacity —	3000 mt
Cargo Transport Capacity —	160,000 mt
Landing Capability —	None

Equipment Data:

Control Computer Type —	R4M
Transporters —	
Standard 9-person	1
Emergency 20-person	
Cargo	1

Other Data:

Crew —	32
Passengers —	40
Shuttlecraft —	1

Engines And Power Data:

Total Power Units Available —	36
Movement Point Ratio —	
Unloaded	2/1
Loaded	4/1
Warp Engine Type —	RWC-2
Number —	2
Power Units Available —	15
Stress Charts —	N/Q
Maximum Safe Cruising Speed —	
Unloaded	Warp 6
Loaded	Warp 4
Emergency Speed —	
Unloaded	Warp 8
Loaded	Warp 6
Impulse Engine Type —	RIB-3
Power Units Available —	5

Weapons And Firing Data: None

Shields Data:

Deflector Shield Type —	RSD
Shield Point Ratio —	1/1
Maximum Shield Power —	8

Combat Efficiency: D- 44.9
WDF- .0

Notes:

Known Sphere Of Operation: Empire-wide use

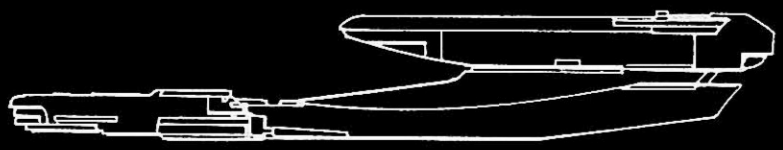
Data Reliability: B

Major Data Source: Triangle Sector Intelligence

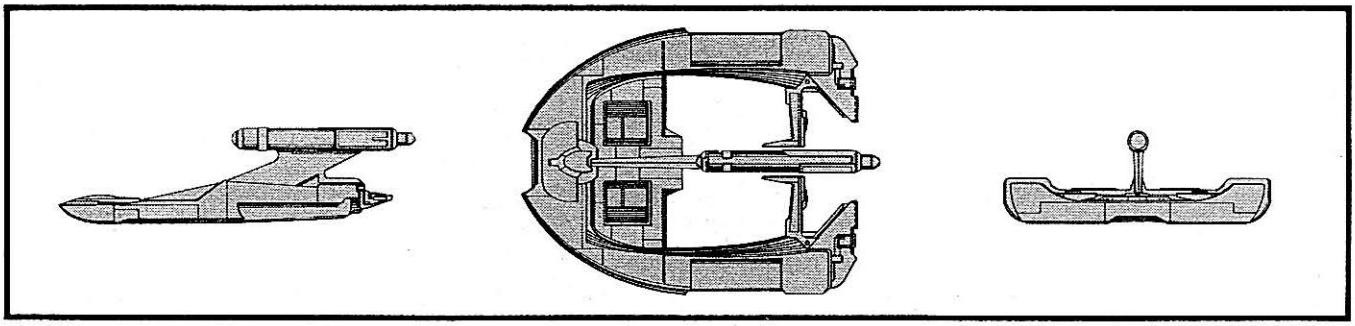
The *J-4,* which transports cargo in pods that are pushed from behind, entered service about Stardate 1/96 and has not been modified. These vessels are extremely reliable and easy to maintain, which makes them very cost effective. It carries slightly more cargo and is more maneuverable than the *J-8* but is not as fast; it requires fewer crewmembers and has facilities for 40 passengers. Of the more than 240 built for the navy, about 180 remain in service.

So popular is this ship that its manufacturer began selling it to private industry within six months after its delivery to the navy. It is estimated that over 250 of these vessels have been sold to private industry, and several of these are owned and operated by private concerns located in the Triangle. Production capacity of this vessel is estimated at ten per year for the navy and 20 per year for private industry.

The class is named to honor Senator Baydron, the senator from Messala, who was instrumental in establishing the current trade accords.



J-8 (Moorabbin) Class IV Transport



***J-8 (Moorabbin)* CLASS IV TRANSPORT**

Construction Data:

Model Numbers—	Type 1
Date Entering Service—	2/00
Approx. Number Constructed—	202

Hull Data:

Superstructure Points—	10
Damage Chart—	C
Size	
Length—	201 m
Width—	152 m
Height—	52 m
Weight—	35,700 mt
Cargo	
Internal Cargo Units—	10 SCU
Internal Cargo Capacity—	500 mt
Cargo Transport Capacity—	150,000 mt
Landing Capability—	None

Equipment Data:

Control Computer Type—	R3M
Transporters—	
Standard 9-person	2
Small cargo	1

Other Data:

Crew—	67
Shuttlecraft—	3

Engines And Power Data:

Total Power Units Available—	20
Movement Point Ratio—	
Unloaded	2/1
Loaded	4/1
Warp Engine Type—	RWD-1
Number—	1
Power Units Available—	15
Stress Charts—	N/O
Maximum Safe Cruising Speed—	
Unloaded	Warp 7
Loaded	Warp 5
Emergency Speed—	
Unloaded	Warp 8
Loaded	Warp 6
Impulse Engine Type—	RIC-2
Power Units Available—	4

Weapons And Firing Data: None

Shields Data:

Deflector Shield Type—	RSJ
Shield Point Ratio—	1/1
Maximum Shield Power—	15

Combat Efficiency: D- 48.8
WDF- 0

Notes:

Known Sphere Of Operation: Empire-wide use

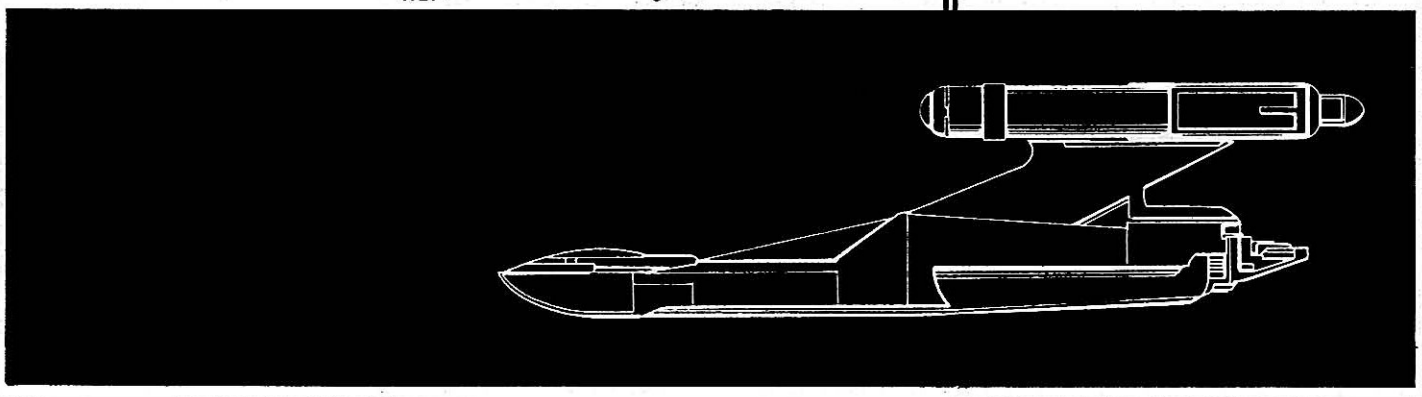
Data Reliability: A

Major Data Source: Vessel in Star Fleet possession

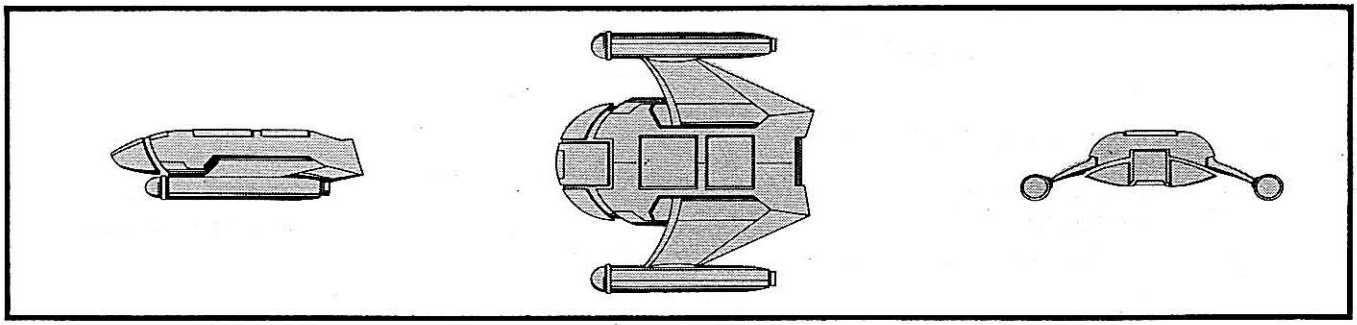
The *J-8,* which tows cargo pods similar to but smaller than those towed by the *J-3,* entered service about Stardate 2/00 and has not been changed or modified since. Of the approximately 200 ships built for the navy, more than 160 remain in service.

This vessel has been so successful that the manufacturer began placing them in the civil sector shortly after their introduction, and they are probably the most common small transport vessels built by the Romulans to date. It is estimated that over 250 ships of this type have been manufactured and sold to private industry. Several of these are known to be owned and operated out of the Triangle. With current production capacity estimated at 15 per year for the navy and 20 per year for the civil sector, these ships will be a common sight for many years to come.

The class takes its name from Moorabbin, a wellknown trade center on Gorwah.

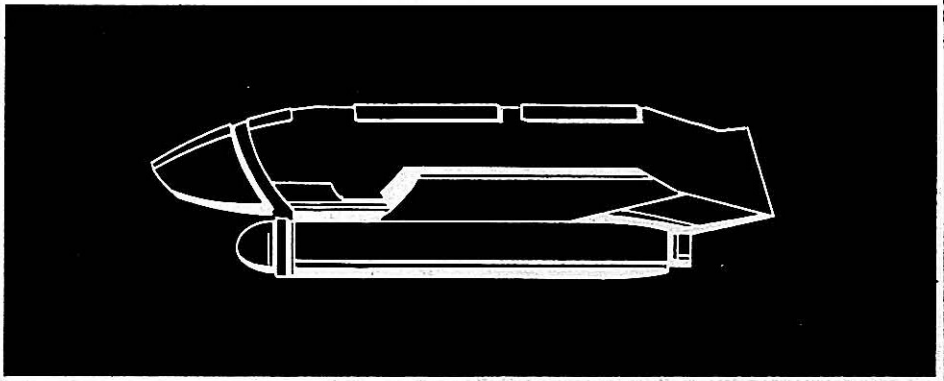


H-4 (Praetor) Class II Warpshuttle



H-4 (PRAETOR) CLASS II WARPSHUTTLE

Construction Data:		
Model Numbers—	Type 1	Type 2
Date Entering Service—	1/90	2/10
Approx. Number Constructed—	1400	1000
Hull Data:		
Superstructure Points—	2	2
Damage Chart—	C	C
Size		
Length—	20 m	20 m
Width—	21 m	21 m
Height—	6 m	6 m
Weight—	9970 mt	10,840 mt
Cargo		
Cargo Units—	10 SCU	10 SCU
Cargo Capacity—	500 mt	500 mt
Landing Capability—	Yes	Yes
Equipment Data:		
Control Computer Type—	R2M	R3M
Transporters—	None	None
Other Data:		
Crew—	2	2
Passengers—	8	8
Engines And Power Data:		
Total Power Units Available—	14	20
Movement Point Ratio—	1/1	1/1
Warp Engine Type—	RWA-1	RWA-2
Number—	2	2
Power Units Available—	6	9
Stress Charts—	M/O	J/M
Maximum Safe Cruising Speed—	Warp 6	Warp 7
Emergency Speed—	Warp 7	Warp 8
Impulse Engine Type—	RIA-2	RIA-2
Power Units Available—	2	2
Weapons And Firing Data:	None	None
Shields Data:		
Deflector Shield Type—	RSA	RSA
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	5	5
Combat Efficiency: D-	29.8	38.3
WDF-	0	0



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

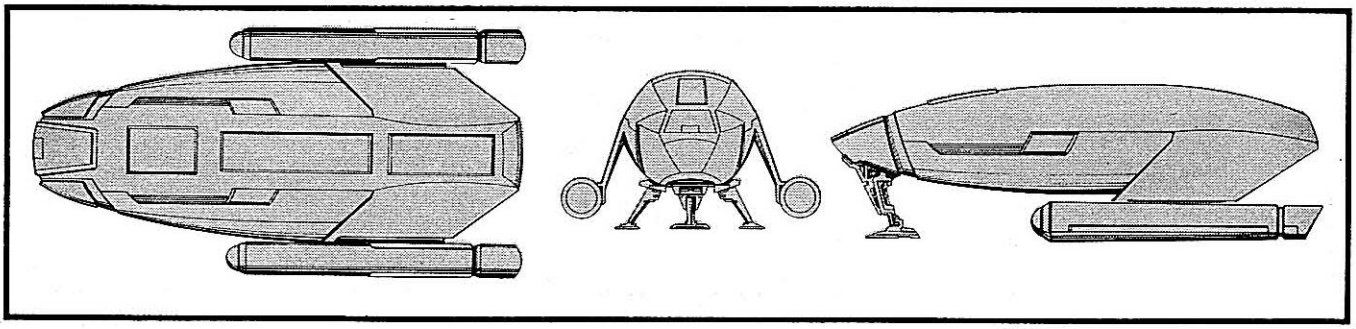
Major Data Source: Vessel in Star Fleet possession; Triangle Sector Intelligence

The more popular of the two major warpshuttles, the *H-4* lives up to its name (*Praetor* translates as 'leader'). Its spacious quarters are the most luxurious of all Romulan shuttles, and, therefore, makes for the most desired and comfortable travel. With a crew of two and passenger facilities for eight, it is considered to be large for the mission requirements. It is found either ground-based or attached to an outpost or orbital station, probably due to the vessel's size, but some are known to be carried aboard Class V or larger vessels. The *H-4* carries out courier and VIP transport duties for both the Navy and government agencies throughout the Empire; as it is not armed, it is not usually seen in sensitive areas.

Production of the Type 1 appears to have slowed drastically after the introduction of the Type 2. Sources report that as more and more of the Type 2s became available, the Type 1s were taken out of production, and those existing models were refit and modified as Type 2s. The Type 2s use a newer, lighter version of the same engine, which requires less space and allows for more room in the crew compartments.

Of the approximately 2500 *H-4* warpshuttles built, about 2,000 are still in service. About 30% of the remaining vessels have been lost or destroyed; another 40% are in reserve fleets. By best count, at least 28 Type 1s and 121 Type 2s are operating within the civil sector. Current production capabilities are estimated to add an additional 50 Type 2s per year to the number in service.

H-5 (Ras Lovah) Class I H-5 Warpshuttle



***H-5 (Ras Lovah)* CLASS I H-5 WARPSHUTTLE**

Construction Data:
- *Model Numbers*— Type 1
- *Date Entering Service*— 1/97
- *Approx. Number Constructed*— 850

Hull Data:
- *Superstructure Points*— 1
- *Damage Chart*— C
- *Size*
  - Length— 38 m
  - Width— 20 m
  - Height— 12 m
  - Weight— 4850 mt
- *Cargo*
  - Cargo Units— 16 SCU
  - Cargo Capacity— 900 mt
- *Landing Capability*— Yes

Equipment Data:
- *Control Computer Type*— R1M
- *Transporters*—
  - Standard 3-person 1

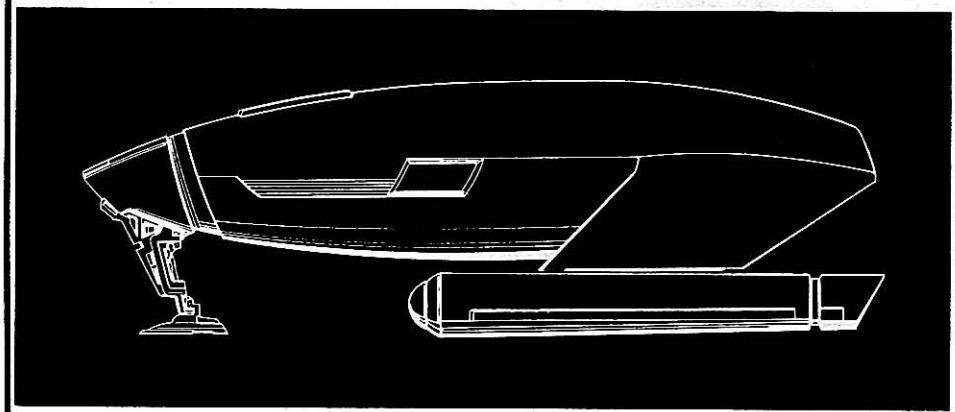
Other Data:
- *Crew*— 2
- *Passengers*— 14

Engines And Power Data:
- *Total Power Units Available*— 8
- *Movement Point Ratio*— 1/3
- *Warp Engine Type*— RWA-1
  - Number— 1
  - Power Units Available— 6
  - Stress Charts— K/M
  - Maximum Safe Cruising Speed— Warp 7
  - Emergency Speed— Warp 8
- *Impulse Engine Type*— RIA-2
  - Power Units Available— 2

Weapons And Firing Data: None

Shields Data:
- *Deflector Shield Type*— RSA
  - Shield Point Ratio— 1/1
  - Maximum Shield Power— 5

Combat Efficiency: D- 42.4
WDF- 0



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

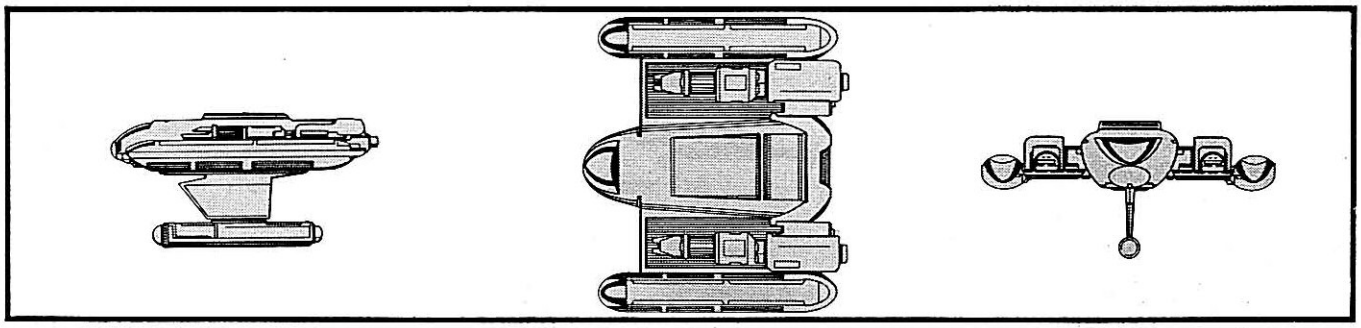
Major Data Source: Types 1 and 3 have been examined by Star Fleet personnel; Triangle sector intelligence

The *H-5* warpshuttle, one of the most common types found in the Romulan Empire, is used to transport passengers and act as a courier. Although its exterior dimensions would make it seem to have a roomy interior, it really is very cramped because of its large cargo bay. Its small crew and passenger quarters reportedly make the ship unpopular with travelers and crews alike; when it is used as a courier, the crew are said to often occupy the unused staterooms. Named for an early explorer of Romulus, this craft perpetuates the tradition that adventurers and explorers neither live nor travel in comfort. Because of Romulan need to conserve resources, and because it is unnecessary to maintain an armament system for vessels that are exposed to the hazards of the border areas for only a brief period, these ships are unarmed.

The Type 3 appears to have completely replaced the Type 1s within the fleet, but some Type 1s still remain in reserve fleets. The newer model has a more powerful warp engine and impulse engine, making operation of the ship more efficient. The Type 2 appears to have been a failure.

Of the 1300 *H-5s* built, about 800 serve in the fleet, about 100 in reserve fleets, and 300 or so have been lost or destroyed. Best estimates show 86 Type 1s and 22 Type 2s operating in the civil sector; two Type 1s operate exclusively in the Triangle.

E-5 (Little Nest) Class VII Repair Tender



E-5 (Little Nest) CLASS VII REPAIR TENDER

Construction Data:
- *Model Numbers*— Type 1
- *Date Entering Service*— 2/04
- *Approx. Number Constructed*— 250

Hull Data:
- *Superstructure Points*— 10
- *Damage Chart*— B
- *Size*
  - Length— 102 m
  - Width— 110 m
  - Height— 50 m
  - Weight— 46,100 mt
- *Cargo*
  - Cargo Units— 300 SCU
  - Cargo Capacity— 15,000 mt
- *Landing Capability*— None

Equipment Daha:
- *Control Computer Type*— RCC
- *Transporters*—
  - Standard 9-person 2
  - Small cargo 2
  - Large cargo 2

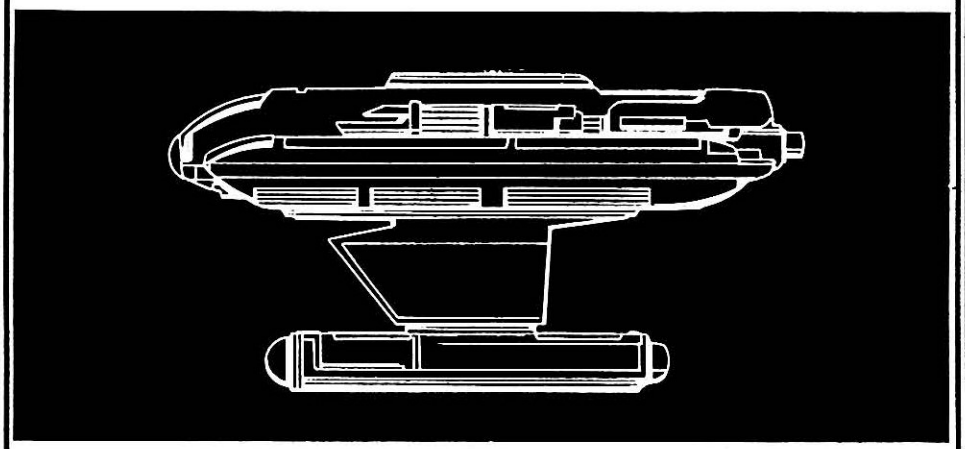
Other Data:
- *Crew*— 114
- *Shuttlecraft*— 12

Engines And Power Data:
- *Total Power Units Available*— 20
- *Movement Point Ratio*— 2/1
- *Warp Engine Type*— RWD-1
  - Number— 1
  - Power Units Available— 15
  - Stress Charts— N/O
  - Maximum Safe Cruising Speed— Warp 7
  - Emergency Speed— Warp 8
- *Impulse Engine Type*— RIB-3
  - Power Units Available— 5

Weapons And Firing Data: None

Shields Data:
- *Deflector Shield Type*— RSD
  - Shield Point Ratio— 1/1
  - Maximum Shield Power— 8

Combat Efficiency: D- 43.6
WDF- 0



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Data Source: Vessel in Star Fleet possession

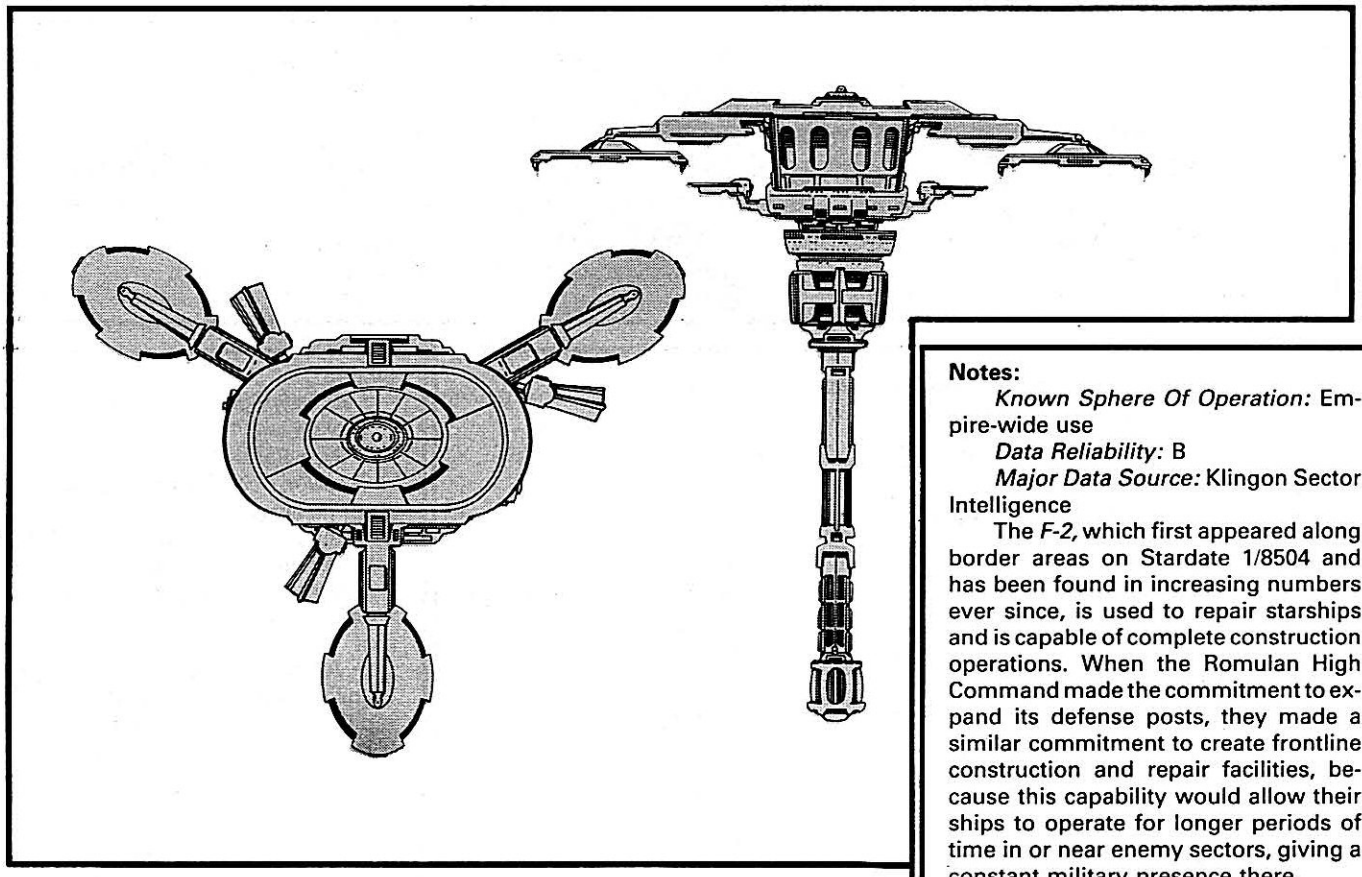
The *E-5* repair tenders, which came into service about Stardate 2/04, are fleet service and support ships that extend war vessels' time-on-station and that facilitate frontline repair during war. All Romulan fleets contain several of these useful vessels so that in-transit repairs are possible for individual ships. It is a common sight at all border outposts that maintain an *F-2* repair and construction facility.

The *E-5* uses its two retractable arms to position large components and place them in their mountings. Once placed, the components can be fitted properly by the small work pods listed as shuttlecraft in the tender's statistics. These small pods also have retractable arms that are used for final fitting or positioning. The pods are also capable of completing most external repair jobs with the wide array of attachments for their little arms. If more detailed work than the pod can perform is required, speciallysuited engineers will finish the job.

Current production estimates show about nine of these vessels being built per year, but this is a peacetime production goal that would be greatly increased during wartime. Of the approximately 250 built, about 190 remain in service. About 30 have been sold to the civil sector, four of which are operated in conjunction with the independent *F-2* facility orbiting Freeman's Port in the Triangle.

The class is named from the Romulan *narvasam'al* (little nest).

F-2 (Nestar) Class Repair Facility



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: B

Major Data Source: Klingon Sector Intelligence

The *F-2,* which first appeared along border areas on Stardate 1/8504 and has been found in increasing numbers ever since, is used to repair starships and is capable of complete construction operations. When the Romulan High Command made the commitment to expand its defense posts, they made a similar commitment to create frontline construction and repair facilities, because this capability would allow their ships to operate for longer periods of time in or near enemy sectors, giving a constant military presence there.

The Type 1 facility was introduced into service about Stardate 1/85. The Type 7, introduced about Stardate 2/02, carried a slightly larger crew complement, had increased passenger facilities, and mounted more powerful shielding systems. Although known as a mobile repair facility, they are not capable of travelling any distance under their own power. They have only correctional navigation thrusters that allow them to maintain whatever orbital position is necessary. Most actually have been built in place, though some have been transported to their present locations.

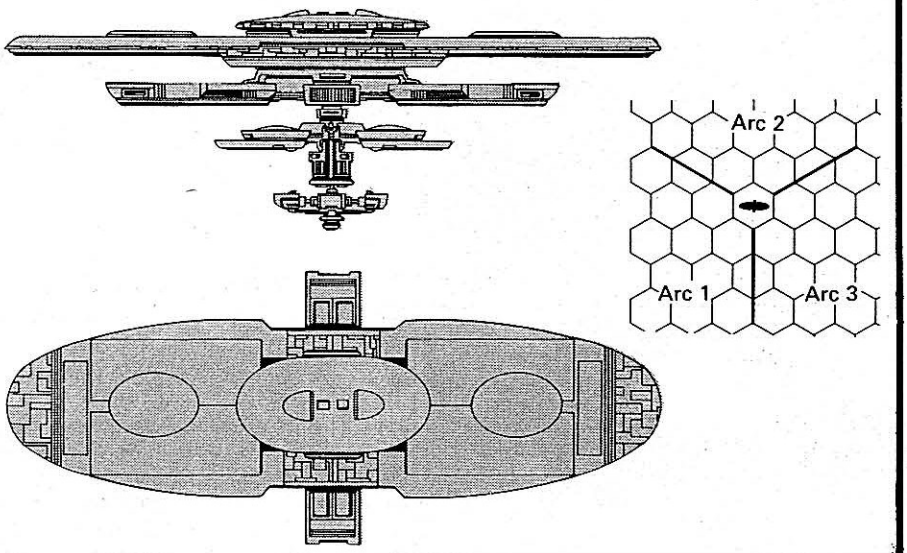
Of the approximately 90 built, most are still on station and functioning at normal capacity. An additional *F-2* was built in orbit around Freeman's Port in the Triangle; operated by a private concern, it takes advantage of that planet's port to draw customers.

The class is named from the Romulan *narvasam stelas* (nest of stars), in reference to its construction role in the Road to the Stars.

***F-2 (Nestar)* CLASS REPAIR FACILITY**

Construction Data:		
Model Numbers—	Type 1	Type 7
Date Entering Service—	1/85	2/02
Approx. Number Constructed—	30	60
Hull Data:		
Superstructure Points—	4	6
Damage Chart—	C	C
Size		
Diameter—	780 m	780 m
Height—	800 m	800 m
Weight—	127,000 mt	141,000 mt
Storage		
Cargo Units—	200 SCU	200 SCU
Storage Capacity—	10,000 mt	10,000 mt
Equipment Data:		
Transporters—		
Standard 9-person	2	2
Emergency 20-person	1	1
Cargo	1	1
Other Data:		
Crew—	163	178
Other Personnel—	150	220
Shuttlecraft—	2	2
Engines And Power Data:		
Total Power Units Available—	16	16
Impulse Engine Type—	RIPG-1	RIPG-1
Power Units Available—	16	16
Weapons And Firing Data:	None	None
Shields Data:		
Deflector Shield Type—	RSD	RSF
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	6	15
Combat Efficiency: D-	37.2	53.1
WDF-	0	0

X-3 (Aviary) Border Defense Outpost



***X-3 (Aviary)* BORDER DEFENSE OUTPOST**

Construction Data:		
Model Numbers—	Type 1	Type 3
Date Entering Service—	1/80	1/99
Approx. Number Constructed—	80	88
Hull Data:		
Superstructure Points—	30	41
Damage Chart—	C	C
Size		
Length—	498 m	498 m
Width—	208 m	208 m
Height—	152 m	152 m
Weight—	800,000 mt	910,000 mt
Storage		
Cargo Units—	600 SCU	600 SCU
Storage Capacity—	30,000 mt	30,000 mt
Equipment Data:		
Transporters—		
Standard 9-person	4	4
Emergency 20-person	2	2
Cargo	2	2
Cloaking Device Type—	None	None
Other Data:		
Crew—	225	240
Other Personnel—	200	200
Assigned Shuttlecraft—	10	12
Generators And Power Data:		
Total Power Units Available—	64	88
Matter/Antimatter Generator Type—	RMAPG-1	RMAPG-2
Power Units Available—	48	72
Impulse Generator Type—	RIPG-1	RIPG-1
Power Units Available—	16	16
Weapons And Firing Data:		
Beam Weapon Type—	RB-3	RB-8
Number—	12, in 6 banks of 2	12, in 6 banks of 2
Firing Arcs—	4 per arc	4 per arc
Firing Chart—	J	N
Maximum Power—	6	6
Damage Modifiers—		
+3	–	(1 – 4)
+2	(1 – 6)	(5 – 9)
+1	(7 – 10)	(10 – 13)
Missile Weapon Type—	None	None
Number—	–	–
Firing Arcs—	–	–
Firing Chart—	–	–
Power To Arm—	–	–
Damage—	–	–
Plasma Weapon Type—	None	None
Number—	–	–
Firing Arcs—	–	–
Firing Chart—	–	–
Power To Arm—	–	–
Damage—	–	–
Shields Data:		
Deflector Shield Type—	RSG	RSJ
Shield Point Ratio—	1/1	1/1
Maximum Shield Power—	10	13
Combat Efficiency: D-	147.8	207.3
WDF-	9.6	49.2

Notes:

Known Sphere Of Operation: Borders

Data Reliability: B

Major Data Source: Border patrol reports; Triangle Sector Intelligence

Soon after the signing of the treaties that ended the Romulan/UFP War, the Romulan High Command began to establish border outposts along the Neutral Zone to insure that no vessels entered Romulan space.

From the outset, it was obvious that these stations would have to be built on location. This meant that construction, maintenance, and quartering facilities would have to be established at the same time. Construction completed, these facilities were left in place to create a broader and more self-sustaining base from which to work. Because of this, a Romulan outpost resembles a spaceborn city, with its many structures and high levels of traffic.

The officers and crew of these outposts are the best the empire has to offer. They support several outlying listening posts and a small detachment of warships. The outposts bordering the Triangle and the Neutral Zone support entire fleets.

On Stardate 1/8008, the first of 80 such outposts was made operational at 8.2S 7.3E, anchoring the arc of the Neutral Zone. From the first, it was capable of gathering intelligence and monitoring ship movements well past the boundaries of the Zone itself, as well as throughout the Imperial Klingon States inside the Triangle.

The commissioning of the Type 6 on Stardate 2/1609 signalled a new era. This station, located at 12.6S 7.5E at the sensitive spinward tip of the Triangle, was powered by the new RMAPG-4 engine, which boasted an increase in power of 67%, and used the RIPG-2 instead of the older RIPG-1. The weaponry was improved by upgrading the disruptors and by adding the new RPL-3 plasma weapons. The shielding was upgraded and the superstructure strength was increased by 40%.

Beginning Stardate 2 2007, the four outposts bordering the Triangle were refitted. Known as the Type 7, they also have improved shielding and an increased superstructure. Refit of all Type 1s and type 3s is projected to be completed by Stardate 2/2606.

The class is named from the Romulan *vas'calanam* (territory of birds).

See attached diagram for firing arcs.

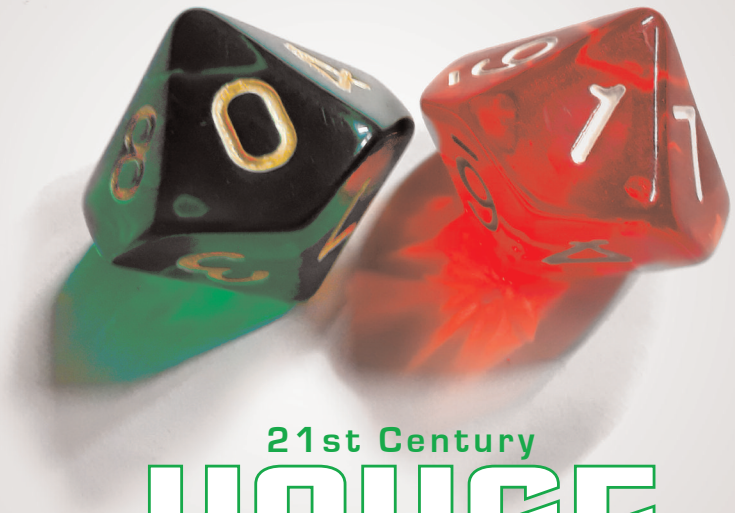
Jack Photon's
4.0TH FANTAVERSARY REVISION

For Use with FASA Game System

STAR TREK 40TH
1983 - 2023

THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023



21st Century

HOUSE RULES

for 23rd Century Gaming

Cover design, layout design ©2025 Mine.
All ©FASA and ©other materials are fully attributed in: Book 2, Piece of the Action
and: Book 5, Memory Bank Omega
and: Book 7, Memory Bank Epsilon
With thanks for their now-historic and successful efforts.
©Images from the show are from the ©show.

Star Trek: The Role Playing Game™

Jack Photon's 4.0th Fantaversary Revision

Supplement 15: E-Z Ship Recognition

TOS/TAS era ships of the line sourced from the three major Ship Recognition Manuals, UFP, KE, RSE, plus Tholian Spinner and Dragon's K'Zinti Patrol Craft.

21st Century
HOUSE RULES
for 23rd Century Gaming

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore."

1983 FREE-RPG Jack Photon's 4.0th Fantaversary Revision HOUSE RULES 2023

Original Game System, FASA © 1983 ~ 1988
Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0th Fantaversary Revision, ©2025
©1984-2000, 2020-2025
PERMISSION TO COPY AND DISTRIBUTE. NO PERMISSION TO PROFIT!

VFP

STAR TREK 40TH 1983 - 2023

FOR USE WITH FASA GAME SYSTEM

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN

250708.09

Supplement 15

E-Z SHIP RECOGNITION

TOS/TAS-era Ships of the Line